.....FRANCOMPUTER

TUTTO TI 99

Tutto un mondo di programmi per Voi e il Vostro Home Computer Texas

N. 5

FRANCOMPUTER FRANCOMPUTER FRANCOMP
.N.C. CORSO FOGAZZARO, 174-139 - VICENZA S.N.C. CORSO FOGAZZARO, 174-139 - VICENZA S.N.C. CORSO FOGAZZARO, 174
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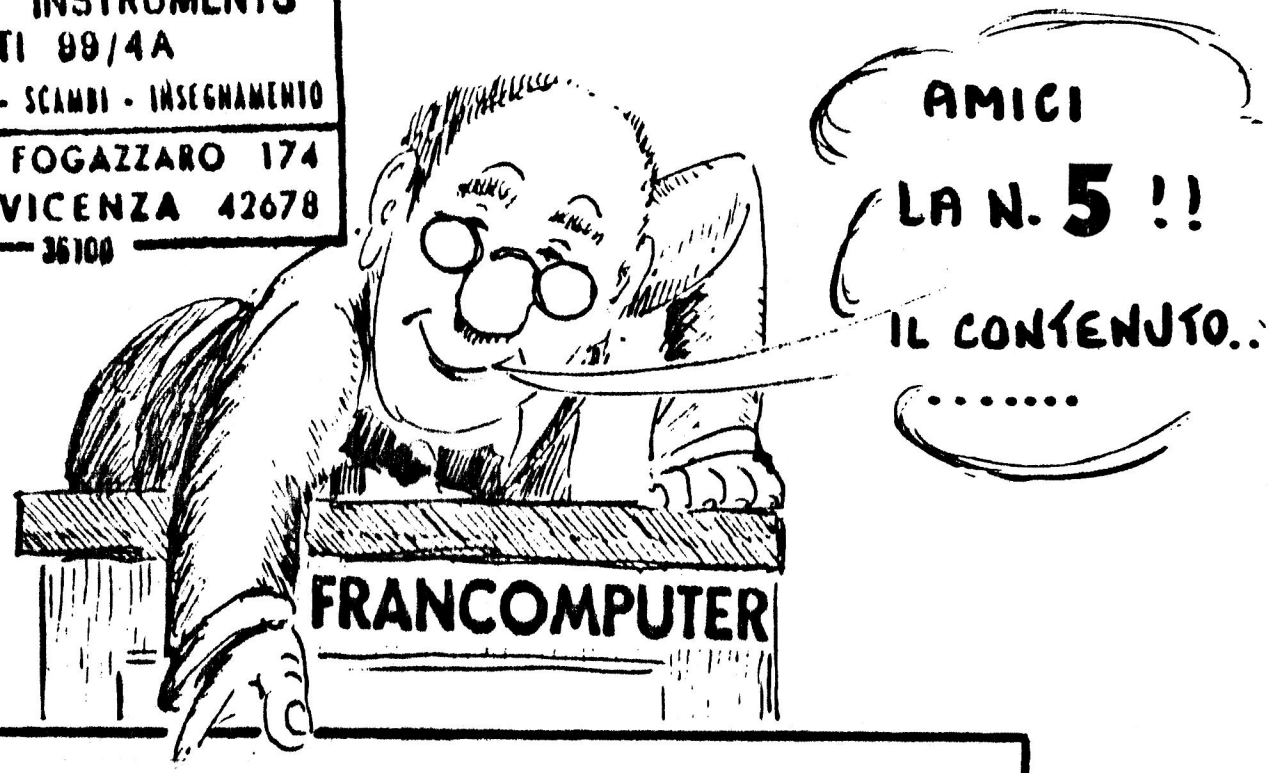
FRANCOMPUTER
CLUB
TEXAS INSTRUMENTS
TI 99/4A
PROGRAMMI - SCAMBI - INSEGNAMENTO
CORSO FOGAZZARO 174
(0444) VICENZA 42678
36100



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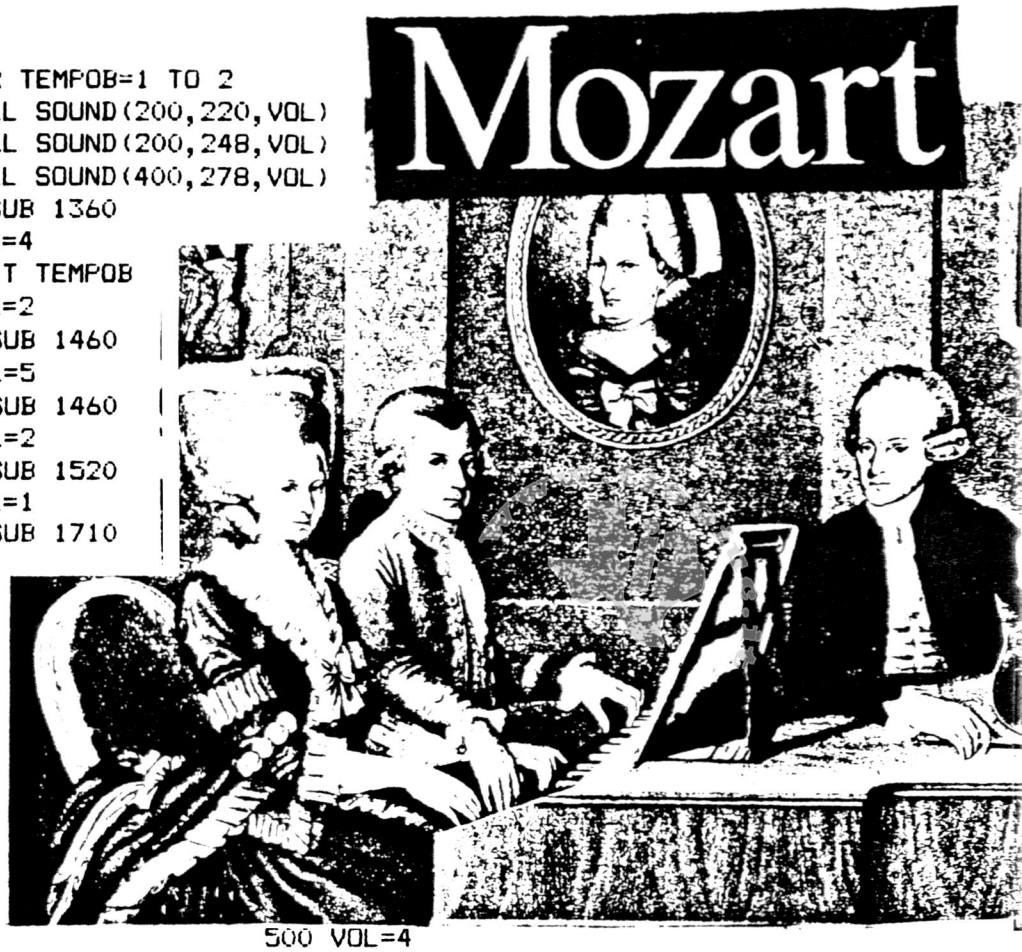
«FRANCO» UN AMICO DEL VS. COMPUTER
Corso Fogazzaro 174 - Tel. 42.678 - VICENZA

OMAGGIO A Mozart



```
100 OPTION BASE 1
110 DIM N(295)
120 FOR I=1 TO 295
130 READ A
140 N(I)=A
150 NEXT I
160 VOL=2
170 GOSUB 880
180 GOSUB 1020
190 VOL=5
200 GOSUB 880
210 GOSUB 1020
220 VOL=2
230 FOR TEMPOA=1 TO 2
240 GOSUB 1080
250 VOL=5
260 GOSUB 1080
270 VOL=2
280 GOSUB 1170
290 VOL=5
300 GOSUB 1170
310 VOL=2
320 GOSUB 880
330 GOSUB 1260
340 NEXT TEMPOA
350 FOR TEMPOB=1 TO 2
360 CALL SOUND(200,220,VOL)
370 CALL SOUND(200,248,VOL)
380 CALL SOUND(400,278,VOL)
390 GOSUB 1360
400 VOL=4
410 NEXT TEMPOB
420 VOL=2
430 GOSUB 1460
440 VOL=5
450 GOSUB 1460
460 VOL=2
470 GOSUB 1520
480 VOL=1
490 GOSUB 1710
500 VOL=4
510 GOSUB 1710
520 FOR FINALE=1 TO 2
530 VOL=1
540 CALL SOUND(300,554,VOL)
550 CALL SOUND(100,554,VOL)
560 GOSUB 1830
570 GOSUB 1910
580 CALL SOUND(600,494,VOL)
590 CALL SOUND(200,554,VOL)
600 GOSUB 1830
610 CALL SOUND(25,588,VOL)
620 CALL SOUND(775,330,VOL,440,VOL,554,VOL)
630 FOR TR=1 TO 4
640 CALL SOUND(25,584,VOL)
650 CALL SOUND(175,494,VOL)
660 NEXT TR
670 CALL SOUND(300,440,VOL)
680 VOL=4
690 CALL SOUND(50,330,VOL)
700 CALL SOUND(50,440,VOL)
710 NEXT FINALE
720 VOL=0
730 FOR FINALA=1 TO 2
740 CALL SOUND(600,278,VOL,440,VOL)
750 CALL SOUND(200,554,VOL)
760 CALL SOUND(600,278,VOL,330,VOL,440,VOL)
770 CALL SOUND(200,554,VOL)
780 NEXT FINALA
790 FOR FINALB=1 TO 2
800 CALL SOUND(200,278,VOL,330,VOL,440,VOL)
810 CALL SOUND(200,554,VOL)
820 NEXT FINALB
830 FOR FINALC=1 TO 3
840 CALL SOUND(400,278,VOL,330,VOL,440,VOL)
850 NEXT FINALC
860 GOTO 860
870 REM  AAAAAAAAAAAAAAAAAAA
880 FOR I=1 TO 4
890 CALL SOUND(100,N(I),VOL)
900 NEXT I
910 CALL SOUND(400,262,VOL)
920 FOR I=5 TO 8
930 CALL SOUND(100,N(I),VOL)
940 NEXT I
950 CALL SOUND(400,330,VOL)
960 FOR I=9 TO 20
970 CALL SOUND(100,N(I),VOL)
980 NEXT I
990 CALL SOUND(400,523,VOL)
1000 RETURN
1010 REM  AAAAAAAAA22222222222
1020 FOR I=21 TO 48 STEP 2
1030 CALL SOUND(200,N(I),VOL,N(I+1),VOL)
1040 NEXT I
1050 CALL SOUND(400,330,VOL)
1060 RETURN
1070 REM  BBBBBBBBBBBBBBBBBB
1080 FOR I=49 TO 56 STEP 2
1090 CALL SOUND(200,N(I),VOL,N(I+1),VOL)
1100 NEXT I
1110 FOR I=57 TO 60
1120 CALL SOUND(100,N(I),VOL)
1130 NEXT I
1140 CALL SOUND(400,248,VOL,294,VOL)
1150 RETURN
1160 REM  BBBBBBBBB333333333
1170 FOR I=61 TO 68 STEP 2
1180 CALL SOUND(200,N(I),VOL,N(I+1),VOL)
1190 NEXT I
1200 FOR I=69 TO 72
1210 CALL SOUND(100,N(I),VOL)
1220 NEXT I
1230 CALL SOUND(400,208,VOL,247,VOL)
```

```
1600 NEXT I
1610 CALL SOUND(400,220,VOL)
1620 FOR I=112 TO 143
1630 CALL SOUND(100,N(I),VOL)
1640 NEXT I
1650 FOR I=220 TO 247
1660 CALL SOUND(100,N(I),VOL)
1670 NEXT I
1680 CALL SOUND(400,370,VOL)
1690 RETURN
1700 REM   FFFFFFFFFFFFFFFF
1710 FOR I=248 TO 279 STEP 2
1720 CALL SOUND(200,N(I),VOL,N(I+1),VOL)
1730 NEXT I
1740 FOR I=248 TO 267 STEP 2
1750 CALL SOUND(200,N(I),VOL,N(I+1),VOL)
1760 NEXT I
1770 FOR I=280 TO 287 STEP 2
1780 CALL SOUND(200,N(I),VOL,N(I+1),VOL)
1790 NEXT I
1800 CALL SOUND(400,220,VOL,440,VOL)
1810 RETURN
1820 REM  GGGGGGGGGGGGGGGGG
1830 CALL SOUND(800,330,VOL,440,VOL,554,VOL)
1840 CALL SOUND(800,330,VOL,440,VOL,554,VOL)
1850 FOR I=288 TO 295
1860 CALL SOUND(100,N(I),VOL)
1870 NEXT I
1880 CALL SOUND(800,370,VOL,440,VOL,588,VOL)
1890 RETURN
1900 REM  GGGGGGGG2222222222
1910 FOR TR=1 TO 8
1920 CALL SOUND(25,588,VOL)
1930 CALL SOUND(75,554,VOL)
1940 NEXT TR
1950 RETURN
1240 RETURN
1250 REM  CCCCCCCCCCCCCCCCC
1260 FOR I=73 TO 82
1270 CALL SOUND(200,N(I),VOL)
1280 NEXT I
1290 CALL SOUND(400,220,VOL,262,VOL)
1300 FOR I=83 TO 87
1310 CALL SOUND(80,N(I),VOL)
1320 NEXT I
1330 CALL SOUND(400,220,VOL)
1340 RETURN
1350 REM  DDDDDDDDDDDDDDDDD
1360 FOR I=88 TO 101
1370 CALL SOUND(200,N(I),VOL)
1380 NEXT I
1390 CALL SOUND(400,278,VOL)
1400 FOR I=102 TO 111
1410 CALL SOUND(200,N(I),VOL)
1420 NEXT I
1430 CALL SOUND(400,220,VOL)
1440 RETURN
1450 REM  EEEEEEEEEEEEEEEEE
1460 FOR I=112 TO 171
1470 CALL SOUND(100,N(I),VOL)
1480 NEXT I
1490 CALL SOUND(400,278,VOL)
1500 RETURN
1510 REM  EEEEEEE22222222222
1520 FOR I=172 TO 203
1530 CALL SOUND(100,N(I),VOL)
1540 NEXT I
1550 FOR I=188 TO 199
1560 CALL SOUND(100,N(I),VOL)
1570 NEXT I
1580 FOR I=204 TO 219
1590 CALL SOUND(100,N(I),VOL)
1960 REM   ***********************************************
1970 DATA 247,220,208,220,294,262,248,262,350,330,312,330,494,440,416,440,494,44
0,416,440
1980 DATA 440,440,525,524,392,494,350,440,330,392,350,440,392,494,350,440,330,39
2,350,440
1990 DATA 392,494,370,440,330,392,312,370
2000 DATA 262,330,294,350,330,392,330,392,440,392,350,330,220,262,248,294,262,33
0,262,330,350,330,294,262
2010 DATA 440,494,524,494,440,416,440,330,349,294,248,262,248,220,248
2020 DATA 220,248,278,248,220,208,185,208,220,248,208,165,220,248,220,248,278,24
8,220,208,185,248,208,165
2030 DATA 554,588,554,494,440,494,440,416,370,440,416,370,350,370,416,350,278,31
2,350,278,370,350,370,416
2040 DATA 440,416,440,494,554,524,554,524,554,588,554,494,440,494,440,416
2050 DATA 370,440,416,370,330,370,416,330,277,312,330,278,312,330,370,312,262,27
8,312,262
2060 DATA 330,294,278,248,220,248,278,294,330,370,416,440,440,416,370,330,330,29
4,278,248,220,248,278,294
2070 DATA 330,370,416,440,466,466,494,494,440,416,370,330
2080 DATA 330,294,278,248,278,330,220,278,248,294,208,248
2090 DATA 554,466,370,550,588,554,588,554,588,554,588,554,588,554,494,440
2100 DATA 416,440,494,416,440,494,554,440,350,370,416,350
2110 DATA 220,440,248,494,278,554,278,554,220,440,248,494,278,554
2120 DATA 248,494,220,440,208,416,185,370,208,416,220,440,248,494,208,416,165,33
0
2130 DATA 185,370,248,494,208,416,165,322,588,554,494,554,588,554,494,558
2140 END
```

WORD PROCESSOR

```
100 REM   WORDPROCESSOR
110 REM  FRANCOMPUTER CLUB
120 REM
130 CALL CLEAR
140 INPUT "COLORE LETTERE ? ":Z
150 IF (Z<=0)+(Z>16)THEN 140
151 INPUT "COLORE SCHERMO ? ":Y
152 IF (Y<=0)+(Y>16)THEN 151
160 CALL CLEAR
170 PRINT TAB(9);"attendere"
180 REM
190 REM  CUSTOM CHAR SET
200 DATA 00101010001
210 DATA 002828
220 DATA 00287C287C28
230 DATA 00382070207C
240 DATA 006468102C4C
250 DATA 00205020545824
260 DATA 00101
270 DATA 000810101008
280 DATA 00201010102
290 DATA 002828
300 DATA 0010107C101
310 DATA 0000000060204
320 DATA 0000007C
330 DATA 00000000606
340 DATA 0000000060204
350 DATA 00384C546438
360 DATA 001030101038
370 DATA 00384408107C
380 DATA 003844184438
390 DATA 000818287C08
400 DATA 007C403C047C
410 DATA 001020784438
420 DATA 007C0810202
430 DATA 003844384438
440 DATA 0038443C081
450 DATA 00303000303
460 DATA 0030300030302
470 DATA 000204080402
480 DATA 00007C007C
490 DATA 00201008102
500 DATA 00384418001
510 DATA 00384C4C4038
520 DATA 003844447C44
530 DATA 007844784478
540 DATA 003C4040403C
550 DATA 007844444478
560 DATA 007C4078407C
570 DATA 007C4078404
580 DATA 003C44404C3C
590 DATA 0044447C4444
600 DATA 003810101038
610 DATA 000404044438
620 DATA 004448704844
630 DATA 00404040407C
640 DATA 00446C544444
650 DATA 004464544C44
660 DATA 007C4444447C
670 DATA 00784444784
680 DATA 003844444C3C
690 DATA 00784478504C
700 DATA 003C40380478
710 DATA 007C1010101
720 DATA 004444444438
730 DATA 00444444281
740 DATA 004454545428
750 DATA 004428102844
760 DATA 00442810101
770 DATA 007C0810207C
780 DATA 001810101018
790 DATA 004020100804
800 DATA 00301010103
810 DATA 00102844
820 DATA 00000000007C
830 DATA 001008
840 DATA 00003844443C
850 DATA 004078444478
860 DATA 00003C40403C
870 DATA 00043C44443C
880 DATA 0000384478403 8
890 DATA 00384070404
900 DATA 0000384444 3C0478
910 DATA 004078444444
920 DATA 00100010101
930 DATA 0004000404044438
940 DATA 004048704844
950 DATA 00301010101
960 DATA 000068545454
970 DATA 000078444444
980 DATA 000038444438
990 DATA 000078444478404
1000 DATA 00003C44443C0404
1010 DATA 00005864404
1020 DATA 0000384038043 8
1030 DATA 002070202038
1040 DATA 00004444443C
1050 DATA 00004444281
1060 DATA 000044545428
1070 DATA 000044283844
1080 DATA 00004444443C047C
1090 DATA 00007C08107C
1100 FOR K=33 TO 122
1110 READ C$
1120 CALL CHAR(K,C$)
1130 NEXT K
1140 CALL CLEAR
1150 GOSUB 5090
1160 PRINT "      WORDPROCESSOR":::::
1170 PRINT "   BY FRANCOMPUTER CLUB"
1180 PRINT "        VICENZA
1190 PRINT ::::::::
1200 GOSUB 5140
1210 CALL HCHAR(1,1,30,32)
1220 CALL VCHAR(2,2,30,22)
1230 CALL VCHAR(2,32,30,22)
1240 CALL HCHAR(24,1,30,32)
1250 GOSUB 5040
1260 CALL CLEAR
1270 PRINT "BATTERE UN TASTO,GRAZIE"
1280 CALL KEY(0,K,S)
1290 IF S=0 THEN 1280
1300 IF K<>52 THEN 1320
1310 TT=1
1320 DIM A$(100)
1330 REM  - MASTER MENU
1340 CALL CLEAR
1350 GOSUB 5090
1360 PRINT "        £££ MENU £££"::
1370 PRINT TAB(5);"0. SCRIVE TESTO"
1380 PRINT TAB(5);"1. VISUALIZZA"
1390 PRINT TAB(5);"2. SCRIVE SU STAMPANTE"
1400 PRINT TAB(5);"3. CANCELLA LINEA"
1410 PRINT TAB(5);"4. INSERISCE LINEA"
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```
1420 PRINT TAB(5);"5. RIPRENDE LINEA"
1430 PRINT TAB(5);"6. RIPRENDE PAROLA"
1440 PRINT TAB(5);"7. SALVA SU NASTRO"
1450 PRINT TAB(5);"8. LEGGE DA NASTRO"
1460 PRINT TAB(5);"9. NUOVO TESTO"
1470 PRINT TAB(5);"?. ISTRUZIONI"::
1480 PRINT TAB(8);"TASTO ?"
1490 GOSUB 5050
1500 GOSUB 5140
1510 CALL KEY(0,K,S)
1520 IF S=0 THEN 1510
1530 CALL CLEAR
1540 A=K-48
1550 IF K=48 THEN 2080
1560 IF K=49 THEN 4110
1570 IF K=50 THEN 2560
1580 IF (K<54)*(K>50)THEN 1880
1590 IF K=54 THEN 3480
1600 IF K=55 THEN 3940
1610 IF K=56 THEN 4020
1620 IF K=57 THEN 1810
1630 IF K=63 THEN 4790
1640 GOTO 1330
1650 GOSUB 5090
1660 PRINT "SCEGLI IL SET DI CARATTERI":::
1670 GOSUB 5050
1680 PRINT TAB(6);"1.PRINTER SET(GRANDE)"
1690 PRINT TAB(6);"2.CUSTOM SET(PICCOLO)":::
1700 PRINT "E' ACCESA LA TUA STAMPANTE ?":::
1710 GOSUB 5140
1720 CALL KEY(0,KEY,S)
1730 IF S<1 THEN 1720
1740 IF KEY=77 THEN 1340
1750 IF (KEY<49)+(KEY>50)THEN 1850
1760 IF KEY<>49 THEN 1790
1770 SET$="TP.E"
1780 IF K=49 THEN 4130 ELSE 2580
1790 SET$="TP.U.E"
1800 IF K=49 THEN 4130 ELSE 2580
1810 FOR I=1 TO L
1820 A$(I)=""
1830 NEXT I
1840 L=0
1850 PRINT "FILE NOW BLANK"
1860 GOSUB 5040
1870 GOTO 1340
1880 INPUT "NUMERO LINEA ?":B
1890 IF (B<1)+(B>L)=-1 THEN 1900 ELSE 1930
1900 PRINT "LINEA INESISTENTE"
1910 GOSUB 5040
1920 GOTO 1330
1930 PRINT "OLD LINEA £";B
1940 PRINT A$(B)
1950 FOR PSE=1 TO 250
1960 NEXT PSE
1970 ON A GOTO 1340,1340,3270,3350,1980
1980 PRINT "ENTER LINEA NUOVA:"
1990 INPUT A$(B)
2000 IF SEG$(A$(B),1,2)<>"BB" THEN 2030
2010 A$(B)=" "
2020 GOTO 1330
2030 IF LEN(A$(B))>28 THEN 2230 ELSE 1330
2040 REM -ENTER TEXT
2050 TEMP=L
2060 L=B
2070 GOTO 2400
2080 GOSUB 5090
2090 PRINT "PAGINA PRONTA PER TESTO     PARTO CON LA LINEA ";L+1
2100 IF TT=1 THEN 2110 ELSE 2120
2110 PRINT "^=MAIUSCOLE"
2120 PRINT "DIVISO=(/)VIRGOLA           PER=(*)VIRGOLETTE           DOLLARO=($)L
IRA              >=CAPOVERSO"
2140 PRINT "BB=LINEA VUOTA":::
2150 PRINT "PER FINIRE BATTERE""ZZ""":::::
2160 GOSUB 5140
2170 GOSUB 5050
2180 PRINT L+1
2190 IF L+1<>52 THEN 2210
2200 CALL SOUND(1000,440,2,444,2,448,2)
2210 INPUT A$(L+1)
2220 LC=LEN(A$(L+1))
2230 LL=LC
2240 IF LC>28 THEN 2250 ELSE 2300
2250 FOR I=LL TO 1 STEP -1
2260 IF SEG$(A$(L+1),I,1)<>CHR$(94)THEN 2280
2270 LC=LC-1
2280 NEXT I
2290 IF LC>28 THEN 2360
2300 IF LEN(A$(+1))<1 THEN 2180
2310 IF SEG$(A$(L+1),1,2)="ZZ" THEN 1340
2320 IF SEG$(A$(L+1),1,2)<>"BB" THEN 2340
2330 A$(L+1)=" "
4990 PRINT "BATTI UN TASTO PER IL MENU"
5000 CALL KEY(0,K,S)
5010 IF S=0 THEN 5000
5020 GOTO 1330
5030 CALL SOUND(4000,10000,30)
5040 CALL SOUND(4000,10000,30)
5050 FOR BEEP=1 TO 3
5060 CALL SOUND(50,1000,1)
5070 NEXT BEEP
5080 RETURN
5090 FOR DIS=1 TO 12
5100 CALL SCREEN(Y)
5110 CALL COLOR(DIS,Y,Y)
5120 NEXT DIS
5130 RETURN
5140 FOR APP=1 TO 12
5150 CALL COLOR(APP,Z,Y)
5160 NEXT APP
5170 RETURN
5180 END
```

```
2340 L=L+1
2350 GOTO 2180
2360 REM -SHORTEN LONG LINE
2370 REM  BELL
2380 CALL SOUND(100,-5,1)
2390 L=L+1
2400 PRINT "LINEA TROPPO LUNGA-RIDUCO COME SEGUE:"
2410 FOR I=28 TO 1 STEP -1
2420 IF SEG$(A$(L),I,1)=" " THEN 2470
2430 NEXT I
2440 A$(L)=""
2450 L=L-1
2460 GOTO 2480
2470 A$(L)=SEG$(A$(L),1,I-1)
2480 PRINT A$(L)
2490 IF (TEMP=B)*(TEMP<>0)THEN 2500 ELSE 2510
2500 L=TEMP
2510 IF A$(L+1)="" THEN 2180
2520 IF (L>TEMP)*(TEMP=0)THEN 1340
2530 L=TEMP
2540 GOTO 2210
2550 REM  --PRINT TEXT
2560 C=0
2570 GOTO 1650
2580 GOSUB 5050
2590 PRINT TAB(5);"PRONTO A SCRIVERE           SCEGLI IL FORMATO:"
2600 PRINT "0 = NUMERATO                 1 = SINGOLO SPAZIO          2 = DOPPIO S
PAZIO"
2610 CALL KEY(0,K,S)
2620 IF S=0 THEN 2610
2630 CALL CLEAR
2640 IF K=77 THEN 1330
2650 B=K-48
2660 IF (K<48)+(K>52)THEN 2590
2670 IF (B<0)+(B>2)THEN 2560
2680 OPEN £1:SET$,OUTPUT
2690 FOR I=1 TO L
2700 P$=A$(I)
2710 IF B<>0 THEN 2730
2720 PRINT £1:I;
2730 IF LEN(P$)=0 THEN 3120
2740 PRINT £1;TAB(3);"";
2750 FOR K=1 TO LEN(P$)
2760 P=ASC(SEG$(P$,K,1))
2770 REM  -- CONVERT UNSHIFTED LETTERS TO LOWER CASE
2780 IF (P>64)*(P<91)THEN 2790 ELSE 2810
2790 P=P+32
2800 GOTO 3000
2810 REM  -- CONVERT SHIFTED LETTERS TO UPPER CASE
2820 IF (P>96)*(P<123)THEN 2830 ELSE 2850
2830 P=P-32
2840 GOTO 3000
2850 REM  -- CONVERT SLASH(/) TO COMMA(,) - * TO " AND > TO INDENT
2860 IF P<>47 THEN 2890
2870 P=44
2880 GOTO 3000
2890 IF P<>42 THEN 2920
2900 P=34
2910 GOTO 3000
2920 IF P<>62 THEN 2950
2930 GOSUB 3160
2940 GOTO 3000
2950 IF P=94 THEN 2960 ELSE 2980
2960 GOSUB 3200
2970 GOTO 3000
```

```
2980 IF P<>95 THEN 3000 ELSE 2990
2990 GOSUB 3230
3000 PRINT £1:CHR$(P);
3010 REM  - TEXT FOR BLANK LINE (BB)
3020 IF (P=66)*(LEN(P$)=2)THEN 3070
3030 NEXT K
3040 IF B<>2 THEN 3070
3050 PRINT £1
3060 C=C+1
3070 PRINT £1
3080 C=C+1
3090 CALL KEY(0,K,S)
3100 IF S=0 THEN 3120
3110 GOTO 3130
3120 NEXT I
3130 CLOSE £1
3140 CALL SOUND(50,262,0,524,0)
3150 GOTO 1330
3160 PRINT £1:TAB(4);
3170 PRINT TAB(1);
3180 P=32
3190 RETURN
3200 P=ASC(SEG$(P$,K+1,1))
3210 K=K+1
3220 RETURN
3230 PRINT £1:TAB(15);
3240 P=32
3250 RETURN
3260 REM  -- DELETE LINE
3270 L=L-1
3280 FOR I=B TO L
3290 A$(I)=A$(I+1)
3300 NEXT I
3310 A$(L+1)=""
3320 GOTO 1340
3330 REM
3340 REM  -- INSERT LINE
3350 L=L+1
3360 FOR I=L TO B+1 STEP -1
3370 A$(I)=A$(I-1)
3380 NEXT I
3390 PRINT "ENTER NUOVA LINEA":
3400 GOSUB 5050
3410 A$(B)=""
3420 INPUT A$(B)
3430 IF SEG$(A$(B),1,2)<>"BB" THEN 3450
3440 A$(B)=" "
3450 GOTO 1340
3460 REM
3470 REM  -- REPLACE WORD
3480 INPUT "PAROLA DA CAMBIARE:":R$
3490 R$=" "&R$&" "
3500 D=LEN(R$)
3510 IF D>2 THEN 3560
3520 PRINT "ERRORE"
3530 FOR PSE=1 TO 250
3540 NEXT PSE
3550 GOTO 3480
3560 N=0
3570 INPUT "NUOVA PAROLA?":N$
3580 INPUT "DALLA LINEA (0=TUTTE)?":B
3590 IF B<=L THEN 3620
3600 PRINT "NESSUN'ALTRA LINEA"
3610 GOTO 3580
3620 IF B>1 THEN 3660
3630 C=L
3640 B=1
3650 GOTO 3690
3660 INPUT "FINO ALLA LINEA:":C
3670 IF (C<B)+(C>L)<>-1 THEN 3690
3680 C=L
3690 PRINT "  CERCO  "
3700 FOR K=B TO C
3710 P$=" "&A$(K)&" "
3720 IF LEN(P$)<D THEN 3790
3730 A=LEN(P$)+1-D
3740 FOR I=1 TO A
3750 IF R$<>SEG$(P$,I,D)THEN 3780
3760 GOSUB 3830
3770 P$=SEG$(P$,2,LEN(P$)-1)
3780 NEXT I
3790 NEXT K
3800 PRINT N;" CAMBI FATTI"
3810 GOSUB 5040
3820 GOTO 1340
3830 CPOS=POS(P$,R$,1)
3840 IF CPOS<>0 THEN 3860
3850 RETURN
3860 T$(1)=SEG$(P$,2,CPOS-1)
3870 T$(2)=SEG$(P$,CPOS+D,LEN(P$)-1)
3880 P$=T$(1)&N$&" "&T$(2)
3890 A$(K)=P$
3900 N=N+1
3910 PRINT "LINEA £";K
3920 PRINT A$(K)
3930 RETURN
3940 PRINT "REGISTRATORE PRONTO:"
3950 OPEN £1:"CS1",INTERNAL,OUTPUT,FIXED 192
3960 PRINT £1:L
3970 FOR I=1 TO L+5 STEP 6
3980 PRINT £1:A$(I),A$(I+1),A$(I+2),A$(I+3),A$(I+4),A$(I+5)
3990 NEXT I
4000 CLOSE £1
4010 GOTO 1340
4020 PRINT "REGISTRATORE PRONTO:"
4030 OPEN £1:"CS1",INTERNAL,INPUT ,FIXED 192
4040 INPUT £1:X
4050 FOR I=L+1 TO X+L+5 STEP 6
4060 INPUT £1:A$(I),A$(I+1),A$(I+2),A$(I+3),A$(I+4),A$(I+5)
4070 NEXT I
4080 L=L+X
4090 CLOSE £1
4100 GOTO 1340
4110 REM  PRINT FINAL TEXT ON SCREEN ONLY
4120 C=0
```

```
4130 PRINT "SCEGLI IL FORMATO:":::
4140 PRINT TAB(8);"0=NUMERATO"
4150 PRINT TAB(8);"1=SINGOLO SPAZIO"
4160 PRINT TAB(8);"2=DOPPIO SPAZIO":::
4170 GOSUB 5050
4180 CALL KEY(0,K,S)
4190 IF S=0 THEN 4180
4200 CALL CLEAR
4210 B=K-48
4220 IF (K>48)+(K<52)THEN 4240 ELSE 4130
4230 IF (B<0)+(B>2)THEN 4120
4240 FOR I=1 TO L
4250 P$=A$(I)
4260 IF B<>0 THEN 4280
4270 PRINT I
4280 IF LEN(P$)=0 THEN 4640
4290 PRINT "";
4300 FOR K=1 TO LEN(P$)
4310 P=ASC(SEG$(P$,K,1))
4320 IF (P>64)*(P<91)THEN 4330 ELSE 4350
4330 P=P
4340 GOTO 4490
4350 IF (P>96)*(P<123)THEN 4360 ELSE 4380
4360 P=P
4370 GOTO 4490
4380 IF P<>47 THEN 4410
4390 P=44
4400 GOTO 4490
4410 IF P<>62 THEN 4440
4420 GOSUB 4660
4430 GOTO 4490
4440 IF P<>94 THEN 4470
4450 GOSUB 4690
4460 GOTO 4490
4470 IF P<>95 THEN 4490
4480 GOSUB 4720
4490 PRINT CHR$(P);
4500 CALL KEY(0,KE,ST)
4510 IF ST<1 THEN 4530
4520 GOTO 1330
4530 REM  TEST FOR BLANK LINE
4540 IF (P=66)*(LEN(P$)=2)THEN 4590
4550 NEXT K
4560 IF B<>2 THEN 4590
4570 PRINT
4580 C=C+1
4590 PRINT
4600 P=32
4610 C=C+1
4620 IF C<51 THEN 4640
4630 C=0
4640 NEXT I
4650 GOTO 4750
4660 PRINT TAB(1);
4670 P=32
4680 RETURN
4690 P=ASC(SEG$(P$,K+1,1))
4700 K=K+1
4710 RETURN
4720 PRINT TAB(15);
4730 P=32
4740 RETURN
4750 PRINT "                              BATTI 1. PER CONTINUARE"
4760 CALL KEY(0,K,S)
4770 IF S=0 THEN 4760
4780 GOTO 1260
4790 CALL CLEAR
4800 REM  INSTRUCTIONS
4810 PRINT "QUESTO PROGRAMMA DISPONE    DI 100 LINEE DI TESTO"::
4820 GOSUB 5040
4840 PRINT "SCRIVE IN LETTERE MINUSCOLE (CORSIVO) OPPURE IN LETTERE MAIUSCOLE"
4850 GOSUB 5040
4860 PRINT "PER OTTENERE LE MAIUSCOLE   BATTERE UN ""^"" PRIMA DI":"OGNI LETTERA
"::
4870 PRINT "OPPURE SI POSSONO USARE I   TASTI DI SHIFT O ALPHA LOCK"::
4880 GOSUB 5030
4890 PRINT "PER OTTENERE UNA LINEA      VUOTA BATTETE ""BB"" O ""><""
4900 PRINT "SEGUITO DA UN APPROPRIATO   NUMERO DI SPAZI":::
4910 GOSUB 5040
4920 PRINT "SE SI BATTE UNA LINE TROPPO LUNGA ESSA POTRA' ESSERE    ACCORCIATA O
 TOLTA DEL TUTTO"
4930 PRINT "VERRA' COMUNQUE VISUALIZZATASULLO SCHERMO GIA' CORRETTA.LE LINEE CHE
 AVRANNO PIU'"
4940 PRINT "DI 28 CARATTERI (COMPRESI   GLI SPAZI) CONTINUI,SARANNO TOLTE COMPLE
TAMENTE":::
4950 GOSUB 5030
4960 PRINT "DOPO 52 LINEE SI AVRA' UN   SEGNALE ACUSTICO INDICANTE  CHE E' STATA
 COMPLETATA UNA PAGINA DI TESTO"
4970 PRINT "DI UNA STAMPANTE A4 SPAZIATA SINGOLA"::
4980 PRINT "TESTI SCRITTI SUL VIDEO O   STAMPANTE POSSONO ESSERE    FERMATI BATT
ENDO UN TASTO":::
```

Programma " C H A R "

di Corsini Paolo

versione: Ex. Basic

downloaded from www.ti99iuc.it

Preambolo .....

Ho cominciato questo programma quasi per gioco, poichè mi divertivo a trasformare i caratteri degli altri computers (Spectrum, VIC 20 e CBM 64 specificatamente) che fanno uso del codice binario o di quello decimale, in caratteri adattabili per il nostro TI che fa uso del codice esadecimale, potendoli così inserire nei vari programmi che possedevo.

Finchè dovevo lavorare con il codice binario non c'era nessun problema che invece sorgeva con il codice decimale: ero così costretto a fare moltissimi calcoli e conversioni. Così mi sono messo sulla tastiera ed ho elaborato un piccolo programma atto a fare quel tipo di calcoli.

In seguito pensai di allargarlo per renderlo più versatile, ed ecco che elaborai il programma attuale che ho spedito.

```
100 ! ********************      **                  **       **   COSTRUZIONE
 **       **                **       **    CARATTERI    **
110 ! **                 **       **       DI         **       **
 **       **  CORSINI  PAOLO **       **                  **
120 ! **  VIA CAVOUR, 12 **       **                  **       **   SAN GIUSTINO
 **       **                **       ** 06016 (PERUGIA) **
130 ! **                 **       ********************
140 ! INIZIALIZZAZIONE E          PRESENTAZIONE
150 OPTION BASE 1 :: RESTORE 160 :: FOR T=1 TO 5 :: READ MESS$(T):: NEXT T
160 DATA IN CODICE ESADECIMALE,IN CODICE BINARIO,IN CODICE DECIMALE,CON LA CHARP
AT,PIXEL PER PIXEL
170 CALL CLEAR :: DIM FET(40),KER$(40),MIL$(16),INT$(16),PER$(16)
180 CALL CHAR(126,RPT$("F",16),95,RPT$("F",16)):: CALL COLOR(5,8,1,6,8,1,7,8,1,8
,8,1,13,4,1,8,12,1,4,9,1,12,14,1)
190 CALL CHAR(129,"3C4299A1A199423C3C4299959991423C")
200 RESTORE 210 :: FOR T=1 TO 16 :: READ MIL$(T),INT$(T),PER$(T):: NEXT T
210 DATA 0,}}}},0000,1,}}}~,0001,2,}}~},0010,3,}}~~,0011,4,}~}},0100,5,}~}~,0101
,6,}~~},0110,7,}~~~,0111
220 DATA 8,~}}},1000,9,~}}~,1001,A,~}~},1010,B,~}~~,1011,C,~~}},1100,D,~~}~,1101
,E,~~~},1110,F,~~~~,1111
230 CALL SCREEN(2):: CALL HCHAR(3,3,126,28):: CALL HCHAR(15,3,126,28):: CALL VCH
```

```
AR(4,3,126,12):: CALL VCHAR(4,30,126,11)
240 DISPLAY AT(14,9)BEEP:CHR$(129)&" "&CHR$(130)&" SOFTWARE";
250 DISPLAY AT(5,4):" ___  _  _   __   ___";:: DISPLAY AT(6,4):"_     _  _  _  _
  _  _";
260 DISPLAY AT(7,4):"_     _  _  _  _  _  _";:: DISPLAY AT(8,4):"_     ____  ___
_  ___ ";
270 DISPLAY AT(9,4):"_     _  _  _  _  __";:: DISPLAY AT(10,4):"_     _  _  _  _
  _  _";
280 DISPLAY AT(11,4):" ___  _  _  _  _  _  _";
290 DISPLAY AT(24,21):"<ENTER>"
300 CALL KEY(0,KK,ST):: IF KK<>13 THEN 300
310 ! SCHERMATA OPZIONI E          SECONDA INIZIALIZ.
320 IMAGE " £££   £ £££££££  £££££££"
330 IMAGE £    £££    £££££££££££££££
340 IMAGE " £££   £"
350 IMAGE " £££   £ £££££££"
360 CALL CLEAR :: CALL SCREEN(8):: CALL CHARSET :: FOR T=9 TO 14 :: CALL COLOR(T
,2,16):: NEXT T
370 DISPLAY AT(3,1)ERASE ALL:"RICORDATI CHE :              ---------------" :: DI
SPLAY AT(9,1):"  1. CODICE ESADECIMALE"
380 DISPLAY AT(10,1):"  2. CODICE BINARIO"
390 DISPLAY AT(11,1):"  3. CODICE DECIMALE":"  4. CON LA CHARPAT ":"  5. PIXEL P
ER PIXEL"
400 DISPLAY AT(16,1):"* P PRELEVARE":"* V VEDERE":"* M MODIFICARE":"* F FINE"
410 DISPLAY AT(24,21)BEEP:"<ENTER>"
420 CALL KEY(0,KK,S):: IF KK<>13 THEN 420
430 ! SCHERMO PRINCIPALE          E VARIE SCELTE
440 HEX$="0123456789ABCDEF" :: CALL CHAR(125,RPT$("0",16)&RPT$("F",16)):: CALL C
OLOR(0,7,1):: DIM BJT(8,8)
450 DISPLAY AT(1,1)ERASE ALL BEEP:"COSTRUZIONE CARATTERE"
460 FOR T=3 TO 31 STEP 2 :: CALL HCHAR(8,T,125):: NEXT T
470 FOR T=11 TO 18 :: CALL HCHAR(T,13,125,8):: NEXT T :: DISPLAY AT(20,11):"1234
5678" :: FOR T=1 TO 8 :: CALL HCHAR(10+T,11,48+T):: NEXT T
480 DISPLAY AT(5,1)BEEP:"SCEGLI : (1/5/F/P/V/M) 1" :: ACCEPT AT(5,24)VALIDATE("1
2345FMVP")SIZE(-1):CO$
490 IF POS("12345",CO$,1)<>0 THEN DISPLAY AT(2,1)BEEP:MESS$(VAL(CO$))
500 IF CO$="M" THEN GOSUB 1350 :: GOTO 480 ELSE IF CO$="V" THEN GOSUB 1540 :: GO
TO 450
510 IF CO$="P" THEN GOSUB 1670 :: GOSUB 1540 :: GOTO 450
520 DISPLAY AT(5,1):: IF CO$="F" THEN CALL CLEAR :: GOSUB 1480
530 IF CO$="1" THEN ACCEPT AT(24,7)BEEP VALIDATE(HEX$)SIZE(16):ESA$ :: IF LEN(ES
A$)<16 THEN 530 :: GOSUB 740 :: GOSUB 1230 :: GOTO 480
540 IF CO$="5" THEN GOSUB 970 :: GOSUB 1230 :: GOTO 480
550 IF CO$="2" THEN GOSUB 840 :: GOSUB 1230 :: GOTO 480 ELSE IF CO$="4" THEN 560
 ELSE 590
560 DISPLAY AT(5,1):"CHE LETTERA ? "
570 ACCEPT AT(5,16)SIZE(1):GH$ :: CALL CHARPAT(ASC(GH$),ESA$):: DISPLAY AT(24,7)
:ESA$ :: GOSUB 740 :: GOSUB 1230 :: GOTO 480
580 ! COSTRUZIONE CARATTERE        CODICE BINARIO
590 PA=0 :: FOR T=10 TO 18 :: CALL HCHAR(T,3,32,5):: NEXT T
600 ACCEPT AT(11+PA,3)SIZE(3)VALIDATE(DIGIT,"U")BEEP:N$
610 IF SEG$(N$,1,1)="U" OR SEG$(N$,2,1)="U" OR SEG$(N$,3,1)="U" THEN 480
620 IF N$="" THEN 600 ELSE N=VAL(N$):: IF N>255 THEN 600
630 FOR T=1 TO 8 :: N=N/2
640 IF N=INT(N)THEN AA=125 :: BIN=0 ELSE AA=126 :: BIN=1
650 N=INT(N):: CALL HCHAR(11+PA,21-T,AA):: CALL HCHAR(11+PA,31-T,48+BIN):: BJT(P
A+1,9-T)=BIN :: NEXT T
660 IF PA=7 THEN PA=0 :: GOSUB 680 :: GOSUB 1230 :: GOTO 480 ELSE PA=PA+1
670 GOTO 600
680 ESA$=""
690 FOR RO=1 TO 8 :: LOW=BJT(RO,5)*8+BJT(RO,6)*4+BJT(RO,7)*2+BJT(RO,8)+1
700 HIGH=BJT(RO,1)*8+BJT(RO,2)*4+BJT(RO,3)*2+BJT(RO,4)+1 :: ESA$=ESA$&SEG$(HEX$,
HIGH,1)&SEG$(HEX$,LOW,1)
```

```
710 NEXT RO :: DISPLAY AT(24,7)BEEP:ESA$ :: CALL CHAR(128,ESA$)
720 GOSUB 1210 :: RETURN
730 ! COSTRUZIONE CARATTERE        CODICE ESADECIMALE
740 ADD$,BIN1$="" :: PA=0 :: FOR T=1 TO 16
750 KW$=SEG$(ESA$,T,1):: GOSUB 800 :: ADD$=ADD$&AD$ :: BIN1$=BIN1$&BIN$
760 IF T/2=INT(T/2)THEN 770 ELSE 790
770 DECA=0 :: FOR TT=7 TO 0 STEP -1 :: AHH=VAL(SEG$(BIN1$,1+7-TT,1)):: DECA=DECA
+(AHH*2^TT):: NEXT TT
780 PA=PA+1 :: DISPLAY AT(10+PA,2)BEEP:USING 320:DECA,PA,ADD$,BIN1$ :: ADD$,BIN1
$=""
790 NEXT T :: CALL CHAR(128,ESA$):: GOSUB 1210 :: RETURN
800 FOR TW=1 TO 16 :: IF KW$=MIL$(TW)THEN AD$=INT$(TW):: BIN$=PER$(TW):: GOTO 82
0 ELSE 810
810 NEXT TW
820 RETURN
830 ! COSTRUZIONE CARATTERE        CODICE BINARIO
840 FOR T=10 TO 18 :: DISPLAY AT(T,21):: NEXT T :: ESA$="" :: FOR T=1 TO 8
850 ACCEPT AT(10+T,21)VALIDATE("10U"):BIN$ :: IF BIN$="U" THEN 480 :: IF LEN(BIN
$)<8 THEN 850
860 FOR TT=1 TO 8 :: IF SEG$(BIN$,TT,1)="U" THEN 480
870 NEXT TT
880 DECA=0 :: FOR TT=7 TO 0 STEP -1 :: AHH=VAL(SEG$(BIN$,1+7-TT,1)):: DECA=DECA+
(AHH*2^TT):: NEXT TT
890 ADD$="" :: FOR TT=1 TO 2 :: KW$=SEG$(BIN$,TT*4-3,4):: GOSUB 920 :: ESA$=ESA$
&ES$ :: ADD$=ADD$&AD$ :: NEXT TT
900 DISPLAY AT(10+T,2)BEEP:USING 350:DECA,T,ADD$;
910 NEXT T :: DISPLAY AT(24,7)BEEP:ESA$ :: CALL CHAR(128,ESA$):: GOSUB 1210 :: R
ETURN
920 FOR DF=1 TO 4 :: KJ(DF)=VAL(SEG$(KW$,DF,1)):: NEXT DF
930 HIGH=KJ(1)*8+KJ(2)*4+KJ(3)*2+KJ(4)*1+1 :: ES$=SEG$(HEX$,HIGH,1)
940 AD$="" :: FOR DF=1 TO 4 :: REF$=SEG$(KW$,DF,1):: IF REF$="0" THEN AD$=AD$&"}
" ELSE AD$=AD$&"~"
950 NEXT DF :: RETURN
960 ! COSTRUZIONE CARATTERE        PIXEL PER PIXEL
970 DISPLAY AT(5,1)BEEP:"1 = NERO   0 = BIANCO" :: FOR R=1 TO 8 :: FOR C=1 TO 8
980 CALL HCHAR(10+R,12+C,30)
990 CALL KEY(0,K,ST):: IF ST=0 THEN 990
1000 IF (K<>8)+(K<>9)<=-2 THEN 1010 ELSE GOSUB 1090 :: GOTO 980
1010 K=K-48 :: IF K<0 OR K>1 THEN 990
1020 BJT(R,C)=K :: CALL HCHAR(10+R,12+C,125+K):: NEXT C :: NEXT R
1030 ESA$="" :: FOR R=1 TO 8 :: LOW=BJT(R,5)*8+BJT(R,6)*4+BJT(R,7)*2+BJT(R,8)+1
:: HIGH=BJT(R,1)*8+BJT(R,2)*4+BJT(R,3)*2+BJT(R,4)+1
1040 ESA$=ESA$&SEG$(HEX$,HIGH,1)&SEG$(HEX$,LOW,1):: BIN$=""
1050 FOR RR=1 TO 8 :: BIN$=BIN$&STR$(BJT(R,RR)):: NEXT RR :: DISPLAY AT(10+R,21)
SIZE(8)BEEP:BIN$
1060 DECA=0 :: DECA=BJT(R,1)*128+BJT(R,2)*64+BJT(R,3)*32+BJT(R,4)*16+(LOW-1)
1070 DISPLAY AT(10+R,2):USING 340:DECA,R;:: NEXT R
1080 DISPLAY AT(24,7):ESA$ :: CALL CHAR(128,ESA$):: GOSUB 1210 :: RETURN
1090 CALL HCHAR(10+R,12+C,125+BJT(R,C))
1100 IF K=9 THEN 1150
1110 C=C-1 :: IF C<>0 THEN 1200
1120 C=8 :: R=R-1
1130 IF R<>0 THEN 1200
1140 R=8 :: GOTO 1200
1150 C=C+1
1160 IF C<>9 THEN 1200
1170 C=1 :: R=R+1
1180 IF R<>9 THEN 1200
1190 R=1
1200 RETURN
1210 FOR QQ=3 TO 31 STEP 2 :: CALL HCHAR(8,QQ,128):: NEXT QQ :: RETURN
1220 ! RICHIESTA DI                MEMORIZZAZIONE              CARATTERE
1230 DISPLAY AT(5,1)BEEP:"VUOI MEMORIZZARLO ? " :: ACCEPT AT(5,22)VALIDATE("SN")
```

```
SIZE(1):BET$
1240 IF BET$="S" THEN GOSUB 1250 :: RETURN ELSE RETURN
1250 TIME=TIME+1 :: IF TIME<=40 THEN 1270 ELSE TIME=40 :: GOTO 1260
1260 CALL SOUND(200,220,0):: DISPLAY AT(5,1):"* HAI DEFINITO 40 CARATTERI" :: FO
R T=1 TO 500 :: NEXT T :: RETURN
1270 DISPLAY AT(5,1)BEEP:"CON CHE CODICE ? " :: ACCEPT AT(5,19)VALIDATE(DIGIT)SI
ZE(3):FUC$ :: IF FUC$="" THEN 1270 ELSE FET(TIME)=VAL(FUC$)
1280 IF FET(TIME)=128 OR FET(TIME)=125 OR FET(TIME)=126 OR FET(TIME)<33 OR FET(T
IME)>143 THEN 1290 ELSE 1300
1290 CALL SOUND(200,220,0):: DISPLAY AT(5,1):"* CODICE PROIBITO" :: FOR TTT=1 TO
 500 :: NEXT TTT :: GOTO 1270
1300 FOR YY=1 TO TIME :: IF YY=TIME THEN 1320 :: IF FET(YY)<>FET(TIME)THEN 1320
1310 CALL SOUND(200,220,0):: DISPLAY AT(5,1):"* CODICE GIA' PRESENTE" :: FOR T=1
 TO 500 :: NEXT T :: GOTO 1270
1320 NEXT YY :: KER$(TIME)=ESA$ :: CALL CHAR(FET(TIME),KER$(TIME))
1330 DISPLAY AT(2,1)BEEP:"CARATTERE";FET(TIME);"MEMORIZZATO" :: GOSUB 1630 :: RE
TURN
1340 ! SUBROUTINE                    MODIFICA CARATTERE
1350 IF TIME=0 THEN RETURN
1360 DISPLAY AT(5,1)BEEP:"CHE CODICE ? " :: ACCEPT AT(5,15)VALIDATE(DIGIT)SIZE(3
):GH$ :: IF GH$="" THEN RETURN ELSE GHY=VAL(GH$)
1370 IF GHY=128 OR GHY<33 OR GHY>143 OR GHY=125 OR GHY=126 THEN 1360
1380 FOR YY=1 TO TIME :: IF GHY<>FET(YY)THEN 1440
1390 DISPLAY AT(2,1)BEEP:USING 330:CHR$(FET(YY)),FET(YY),KER$(YY)
1400 DISPLAY AT(5,1):"VUOI CANCELLARLO (S/N)? N" :: ACCEPT AT(5,25)VALIDATE("SN"
)SIZE(-1):ZZ$ :: IF ZZ$="S" THEN GOSUB 1450 :: RETURN
1410 DISPLAY AT(2,1)BEEP:"MODIFICA CARATTERE ";FET(YY):: DISPLAY AT(5,1):USING 3
30:CHR$(FET(YY)),FET(YY),KER$(YY)
1420 ACCEPT AT(5,13)VALIDATE(HEX$)SIZE(-16):KER$(YY)
1430 CALL CHAR(FET(YY),KER$(YY)):: FOR T=1 TO 200 :: NEXT T :: RETURN
1440 NEXT YY :: CALL SOUND(200,220,0):: DISPLAY AT(5,1):"* CODICE INESISTENTE" :
: FOR GT=1 TO 600 :: NEXT GT :: RETURN
1450 DISPLAY AT(2,1)BEEP:"CARATTERE ";FET(YY);" CANCELLATO"
1460 FOR II=YY TO TIME-1 :: FET(II)=FET(II+1):: KER$(II)=KER$(II+1):: NEXT II ::
 TIME=TIME-1 :: RETURN
1470 ! FINE PROGRAMMA
1480 IF TIME=0 THEN 1520
1490 OPEN £1:"CS1",INTERNAL,OUTPUT,FIXED 64
1500 CALL CLEAR :: PRINT £1:TIME :: FOR YY=1 TO TIME :: PRINT USING 330:CHR$(FET
(YY)),FET(YY),KER$(YY)
1510 PRINT £1:FET(YY),KER$(YY):: NEXT YY :: CLOSE £1 :: GOSUB 1680
1520 CALL CLEAR :: STOP
1530 ! SUBROUTINE                    VISUALIZ. CARATTERI
1540 IF TIME=0 THEN 480 ELSE CALL CLEAR
1550 QWE=0 :: FOR YY=1 TO TIME :: QWE=QWE+2 :: DISPLAY AT(QWE,1):USING 330:CHR$(
FET(YY)),FET(YY),KER$(YY)
1560 IF QWE=20 THEN QWE=0 :: DISPLAY AT(24,21)BEEP:"<ENTER>" ELSE 1580
1570 CALL KEY(0,K,S):: IF K<>13 OR S=-1 THEN 1570 ELSE CALL CLEAR
1580 NEXT YY
1590 DISPLAY AT(24,1):: DISPLAY AT(24,21)BEEP:"<ENTER>"
1600 CALL KEY(0,KK,ST):: IF KK<>13 THEN 1600
1610 RETURN
1620 ! ORDINAMENTO                  CARATTERI
1630 FOR YTY=1 TO TIME-1 :: FOR TYT=YTY+1 TO TIME :: IF FET(YTY)<FET(TYT)THEN 16
50
1640 PAL=FET(YTY):: FET(YTY)=FET(TYT):: FET(TYT)=PAL :: PAL$=KER$(YTY):: KER$(YT
Y)=KER$(TYT):: KER$(TYT)=PAL$
1650 NEXT TYT :: NEXT YTY :: RETURN
1660 ! PRELEVAMENTO CARAT.          DA REGISTRATORE
1670 IF TIME<>0 THEN 480
1680 CALL CLEAR :: OPEN £1:"CS1",INTERNAL,INPUT ,FIXED 64 :: INPUT £1:TIME
1690 FOR YY=1 TO TIME :: INPUT £1:FET(YY),KER$(YY):: CALL CHAR(FET(YY),KER$(YY))
:: NEXT YY
1700 CLOSE £1 :: RETURN
```

Descrizione del programma.

Dopo una breve presentazione, appare il menù che indica le possibili scelte che si possono fare durante l'esecuzione del programma.
In seguito inizia il programma vero e proprio. Lo schermo è formato da un grande quadro bianco di 8 x 8 caselle in bassa risoluzione, dove verrà costruito il carattere con ai lati i numeri, da I a 8 che indicano le coordinate di ogni casella interna al quadrato. Sopra di questo trovano posto una serie di piccoli quadrati bianchi nei quali apparirà il carattere appena costruito in grandezza naturale.
Infine in alto la scritta: " COSTRUZIONE CARATTERE ". Sotto di questa appariranno, durante il corso del programma, varie scritte che indicanoil modo con cui stiamo lavorando e altri messaggi. Compare poi un messaggio che chiede la nostra scelta, cioè in che modo vogliamo lavorare: " I/2/3/4/5/V/M/P/F ", che ora esamineremo attentamente.

Esadecimale

I. Viene chiesto (in basso sullo schermo) di inserire una stringa in codice esadecimale, riguardante il carattere da costruire e dopo breve tempo comparirà riga per riga nel quadrato centrale la sagoma del carattere e lateralmente l'equivalente in codice decimale (a sinistra) e in codice binario (a destra) e infine comparirà il carattere così creato nei piccoli quadrati bianchi.
Attenzione !!! Nella stringa devono essere scritti tutti i I6 caratteri, infatti non vengono accettati gli spazi: al loro posto bisogna porre degli Ø.

Binario

2. Bisogna inserire nella parte destra dello schermo, una stringa di 8 caratteri formata da I e da Ø, questo riga per riga, anche quì come sopra bisogna digitare tutte le 8 cifre. Poi vengono calcolati i corrispondenti valori decimali e la stringa esadecimale.
E' possibile utilizzare l'opzione " U " (uscire): in questo modo si ritorna al messaggio che ci chiederà la nostra scelta.

Decimale

3. Vengono inseriti nella parte sinistra dello schermo, riga per riga, i valori decimali che formeranno il carattere: non vengono accettati valori nulli("") o valori inferiori allo Ø o maggiori a 255. Vengono poi calcolati i valori binari e esadecimali. Anche qui è possibile l'opzione " U ".

Charpat

4. In questa parte di programma viene sfruttata la charpat che serve a conoscere la stringa esadecimale di un carattere in tastiera. Alla richiesta " CHE LETTERA ? ", noi non faremo altro che digitare la lettera desiderata. Poi si prosegue come al punto I.

Pixel per pixel

5. Questa è la parte più utile e consente di creare un carattere, appunto pixel per pixel. Ecco come agire.
Se vogliamo che nel punto in cui si trova il cursore rosso si accenda un pixel premiamo il tasto " I ": il quadrato si colorerà di nero e il cursore si sposterà in avanti, altrimenti premiamo " Ø " e il quadrato rimarrà bianco. Se vogliamo spostare il cursore lungo il grande quadrato senza alterare la sagoma già disegnata, dobbiamo usare il tasto " FCTN " insieme a " S " o " D ", secondo la direzione in cui dobbiamo andare. Per terminare il disegno, dobbiamo portare il cursore nel quadrato in basso a destra e premere " I " o " Ø " secondo il disegno. Come al solito verranno calcolati i valori dei vari codici.

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Ogni volta che avremo eseguito una di questa 5 operazioni, il computer vi chiederà se il carattere appena costruito deve essere memorizzato o no. Se si dovrete premere " S "; dopo vi viene chiesto con quale codice ASC II: attenzione a non digitare un numero già presente o un codice riservato: se accade il computer lo segnalerà.

Vedere

V. Serve a visualizzare i caratteri memorizzati in pagine di IØ caratteri alla volta: di ognuno di questi viene mostrato nell'ordine: il carattere costruito, il suo codice ASC II e la stringa esadecimale, in ordine di codice dal più basso al più alto. Possono essere memorizzati al massimo 4Ø caratteri.

Modificare

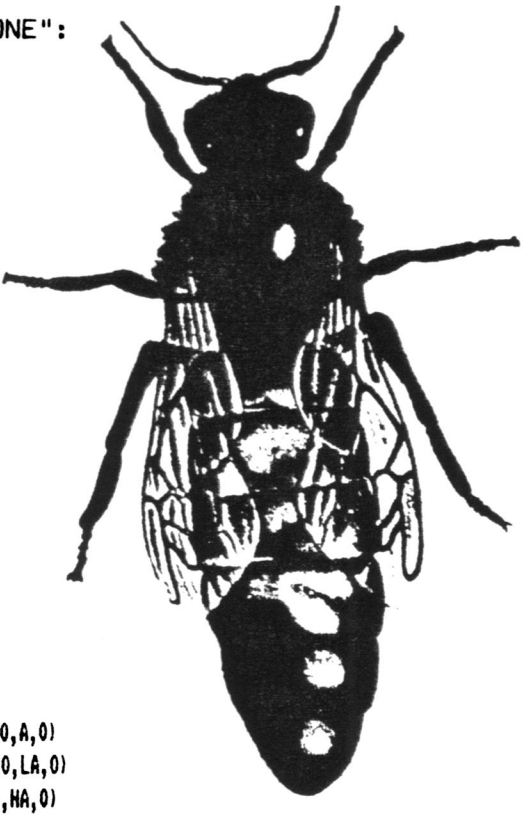
M. Una volta che un carattere è stato memorizzato, l'unico modo per poterlo ritoccare o cancellare, è usare questa opzione. Viene chiesto il numero di codice. Se esso è presente in memoria, viene mostrato tutto su di esso nella seconda riga e vi viene chiesto se deve essere cancellato o no. Se la risposta è affermativa il carattere viene cancellato automaticamente, altrimenti sono chieste le opportune modifiche alla sua stringa.

Fine

F. Pone fine al programma: se non vi erano caratteri in memoria esso a semplicemente termine, altrimenti viene aperto un file del registrtore dove verranno registrati tutti caratteri memorizzati. Così se vogliamo riutilizzarli in un programma diverso, basterà porre nel programma in questione la seguente routine:

```
IØ  OPEN #I: " CSI ",INTERNAL, INPUT, FIXED 64
2Ø  INPUT #I: TIME
3Ø  FOR YY=I TO TIME
4Ø  INPUT #I: FET(YY),KERØ(YY)
5Ø  CALL CHAR(FET(YY),KERØ(YY))
6Ø  NEXT YY
7Ø  CLOSE #I
```

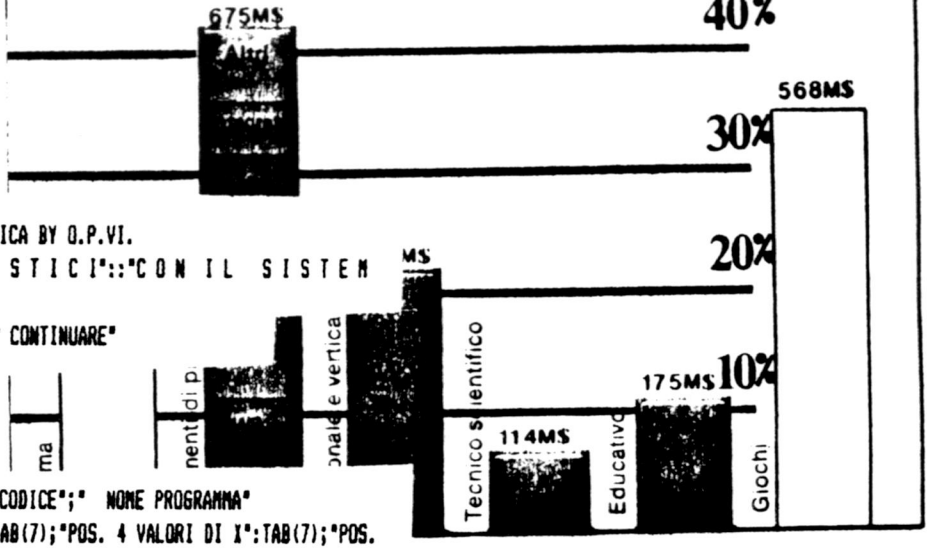
```
100 CALL CLEAR
110 CALL SCREEN(11)
120 PRINT "        FRANCOMPUTER "::"     VOLO DEL CALABRONE":
130 PRINT :::::::::
140 PRINT "      VERSIONE  IN JAZZ      "::::::::
150 CALL CHAR(136,"00010307FF030102")
160 CALL CHAR(137,"5455555555555554")
170 CALL CHAR(134,"000E314080700C03")
180 CALL CHAR(135,"3048844424120A86")
190 CALL CHAR(138,"060F5F5F5E00008")
200 CALL CHAR(139,"0000F")
210 CALL CHAR(140,"0408")
220 CALL CHAR(141,"402")
230 R=10
240 CO=10
250 FOR N=1 TO 3
260 FOR M=1 TO 3
270 CALL HCHAR(R,CO,136)
280 CALL HCHAR(R-1,CO,134)
290 CALL HCHAR(R-1,CO+1,135)
300 CALL HCHAR(R,CO+1,137)
310 CALL HCHAR(R,CO+2,138)
320 CALL HCHAR(R,CO+3,139)
330 CALL HCHAR(R+1,CO,140)
340 CALL HCHAR(R+1,CO+2,141)
350 R=R+5
360 NEXT M
370 R=10
380 CO=CO+5
390 NEXT N
400 LLA=110
410 LLAS=117
420 LLBF=117
430 LLB=123
440 LC=131
450 LCS=139
460 LDF=139
470 LD=147
480 LDS=156
490 LEF=156
500 LE=165
510 LF=175
520 LFS=185
530 LGF=185
540 LG=196
550 LGS=208
560 LAF=208
570 LA=220
580 LAS=233
590 LBF=233
600 LB=247
610 C=262
620 CS=277
630 DF=277
640 D=294
650 DS=311
660 EF=311
670 E=330
680 F=349
690 FS=370
700 GF=370
710 G=392
720 GS=415
730 AF=415
740 A=440
750 AS=466
760 BF=466
770 B=494
780 HC=523
790 HCS=554
800 HDF=554
810 HD=587
820 HDS=622
830 HEF=622
840 HE=659
850 HF=698
860 HFS=740
870 HGF=740
880 HG=784
890 HGS=831
900 HAF=831
910 HA=880
920 HAS=932
930 HBF=932
940 HB=988
950 HHC=1047
960 HHCS=1109
970 HHDF=1109
980 HHD=1175
990 HHDS=1245
1000 HHEF=1245
1010 HHE=1319
1020 HHF=1397
1030 HHFS=1480
1040 HHGF=1480
1050 HHG=1568
1060 HHGS=1661
1070 HHAF=1661
1080 HHA=1760
1090 HHAS=1864
1100 HHBF=1864
1110 HHB=1976
1120 HHHC=2094
1130 T=-100
1140 REM  1-4
1150 FOR Z=1 TO 4
1160 CALL SOUND(T,LLA,0,A,0)
1170 CALL SOUND(T,LLA,0,LA,0)
1180 CALL SOUND(T,LA,0,HA,0)
1190 CALL SOUND(T,LA,0,A,0)
1200 CALL SOUND(T,LC,0,HC,0)
1210 CALL SOUND(T,LC,0,C,0)
1220 CALL SOUND(T,LD,0,HD,0)
1230 CALL SOUND(T,LD,0,D,0)
1240 CALL SOUND(T,LDS,0,HDS,0)
1250 CALL SOUND(T,LDS,0,DS,0)
1260 CALL SOUND(T,LE,0,HE,0)
1270 CALL SOUND(T,LE,0,E,0)
1280 CALL SOUND(T,LC,0,HC,0)
1290 CALL SOUND(T,LC,0,C,0)
1300 CALL SOUND(T,LE,0,HE,0)
1310 CALL SOUND(T,LE,0,E,0)
1320 NEXT Z
1330 REM   5-7
1340 FOR Z=1 TO 3
1350 CALL SOUND(T,HE,0,LLA,0)
1360 CALL SOUND(T,HEF,0,LLA,0)
1370 CALL SOUND(T,HD,0,LA,0)
1380 CALL SOUND(T,HDF,0,LA,0)
1390 CALL SOUND(T,HC,0,LC,0)
1400 CALL SOUND(T,HF,0,LC,0)
1410 CALL SOUND(T,HE,0,LD,0)
1420 CALL SOUND(T,HDS,0,LD,0)
1430 CALL SOUND(T,HE,0,LDS,0)
1440 CALL SOUND(T,HDS,0,LDS,0)
1450 CALL SOUND(T,HD,0,LE,0)
1460 CALL SOUND(T,HDF,0,LE,0)
1470 CALL SOUND(T,HC,0,LC,0)
1480 CALL SOUND(T,HDF,0,LC,0)
1490 CALL SOUND(T,HD,0,LE,0)
1500 CALL SOUND(T,HDS,0,LE,0)
1510 NEXT Z
1520 REM  8
1530 CALL SOUND(T,HE,0,LLA,0,A,0)
1540 CALL SOUND(T,LLA,0,LA,0)
1550 CALL SOUND(T,LA,0,HA,0)
1560 CALL SOUND(T,LA,0,A,0)
1570 CALL SOUND(T,LC,0,HC,0)
1580 CALL SOUND(T,LC,0,C,0)
1590 CALL SOUND(T,LD,0,HD,0)
1600 CALL SOUND(T,LD,0,D,0)
1610 CALL SOUND(T,LDS,0,HDS,0)
1620 CALL SOUND(T,LDS,0,DS,0)
1630 CALL SOUND(T,LE,0,HA,0)
1640 CALL SOUND(T,LE,0,A,0)
1650 CALL SOUND(T,LC,0,HA,0)
1660 CALL SOUND(T,LC,0,A,0)
1670 CALL SOUND(T,LE,0,HF,0)
1680 CALL SOUND(T,LE,0,F,0)
```



```
1690 REM  9-11
1700 FOR Z=1 TO 3
1710 CALL SOUND(T,HA,0,LD,0)
1720 CALL SOUND(T,HAF,0,LD,0)
1730 CALL SOUND(T,HG,0,D,0)
1740 CALL SOUND(T,HGF,0,D,0)
1750 CALL SOUND(T,HF,0,LF,0)
1760 CALL SOUND(T,HBF,0,LF,0)
1770 CALL SOUND(T,HA,0,LG,0)
1780 CALL SOUND(T,HGS,0,LG,0)
1790 CALL SOUND(T,HA,0,LGS,0)
1800 CALL SOUND(T,HGS,0,LGS,0)
1810 CALL SOUND(T,HG,0,LA,0)
1820 CALL SOUND(T,HGF,0,LA,0)
1830 CALL SOUND(T,HF,0,LLA,0)
1840 CALL SOUND(T,HGF,0,LLA,0)
1850 CALL SOUND(T,HG,0,LA,0)
1860 CALL SOUND(T,HGS,0,LA,0)
1870 NEXT Z
1880 REM  12
1890 CALL SOUND(T,HA,0,LD,0,HD,0)
1900 CALL SOUND(T,LD,0,D,0)
1910 CALL SOUND(T,D,0,HHD,0)
1920 CALL SOUND(T,D,0,HD,0)
1930 CALL SOUND(T,LF,0,HF,0)
1940 CALL SOUND(T,LF,0,F,0)
1950 CALL SOUND(T,LG,0,HG,0)
1960 CALL SOUND(T,LG,0,G,0)
1970 CALL SOUND(T,LGS,0,HGS,0)
1980 CALL SOUND(T,LGS,0,GS,0)
1990 CALL SOUND(T,LA,0,HD,0)
2000 CALL SOUND(T,LA,0,D,0)
2010 CALL SOUND(T,LLA,0,HF,0)
2020 CALL SOUND(T,LLA,0,F,0)
2030 CALL SOUND(T,LA,0,HA,0)
2040 CALL SOUND(T,LA,0,A,0)
2050 REM  13
2060 FOR Y=1 TO 2
2070 CALL SOUND(T,LE,0)
2080 CALL SOUND(T,LE,0,E,0)
2090 CALL SOUND(T,E,0,HD,0,HHE,0)
2100 CALL SOUND(T,E,0,HE,0)
2110 CALL SOUND(T,LE,0,HE,0)
2120 CALL SOUND(T,LE,0,E,0)
2130 CALL SOUND(T,E,0,HG,0)
2140 CALL SOUND(T,E,0,G,0)
2150 CALL SOUND(T,LE,0,HGS,0)
2160 CALL SOUND(T,LE,0,GS,0)
2170 CALL SOUND(T,E,0,HB,0)
2180 CALL SOUND(T,E,0,B,0)
2190 CALL SOUND(T,LE,0,HHCS,0)
2200 CALL SOUND(T,LE,0,HCS,0)
2210 CALL SOUND(T,E,0,HHE,0)
2220 CALL SOUND(T,E,0,HE,0)
2230 REM  14
2240 CALL SOUND(T,LF,0,HAF,0,HHF,0)
2250 CALL SOUND(T,LF,0,F,0)
2260 CALL SOUND(T,F,0,HF,0)
2270 CALL SOUND(T,HF,0,HHF,0)
2280 CALL SOUND(T,LF,0,F,0)
2290 CALL SOUND(T,F,0,HF,0)
2300 CALL SOUND(T,F,0,HAF,0,HHF,0)
2310 CALL SOUND(T,HF,0,HHF,0)
2320 CALL SOUND(T,LF,0,F,0)
2330 CALL SOUND(T,LF,0,F,0)
2340 CALL SOUND(T,F,0,HF,0)
2350 CALL SOUND(T,HF,0,HHF,0)
2360 CALL SOUND(T,LF,0,HAF,0,HHF,0)
2370 CALL SOUND(T,LF,0,F,0)
2380 CALL SOUND(T,F,0,HF,0)
2390 CALL SOUND(T,HF,0,HHF,0)
2400 NEXT Y
2410 REM  17
2420 FOR Y=1 TO 4
2430 CALL SOUND(T,LLA,0,HA,0)
2440 CALL SOUND(T,LLA,0,HBF,0)
2450 CALL SOUND(T,LA,0,HA,0)
2460 CALL SOUND(T,LA,0,HGS,0)
2470 NEXT Y
2480 REM  18
2490 CALL SOUND(T,LLA,0,HA,0)
2500 CALL SOUND(T,LLA,0,HAS,0)
2510 CALL SOUND(T,LA,0,HB,0)
2520 CALL SOUND(T,LA,0,HHC,0)
2530 CALL SOUND(T,LLA,0,HHCS,0)
2540 CALL SOUND(T,LLA,0,HHC,0)
2550 CALL SOUND(T,LA,0,HB,0)
2560 CALL SOUND(T,LA,0,HAS,0)
2570 CALL SOUND(T,LLA,0,HA,0)
2580 CALL SOUND(T,LLA,0,HAS,0)
2590 CALL SOUND(T,LA,0,HB,0)
2600 CALL SOUND(T,LA,0,HHC,0)
2610 CALL SOUND(T,LLA,0,HHCS,0)
2620 CALL SOUND(T,LLA,0,LA,0)
2630 CALL SOUND(T,LA,0,A,0)
2640 CALL SOUND(T,A,0,HA,0)
2650 REM  19
2660 FOR Y=1 TO 2
2670 CALL SOUND(T,LD,0)
2680 CALL SOUND(T,LD,0,D,0)
2690 CALL SOUND(T,D,0,HC,0,HHD,0)
2700 CALL SOUND(T,D,0,HD,0)
2710 CALL SOUND(T,LD,0,HD,0)
2720 CALL SOUND(T,LD,0,D,0)
2730 CALL SOUND(T,D,0,HF,0)
2740 CALL SOUND(T,D,0,F,0)
2750 CALL SOUND(T,LD,0,HFS,0)
2760 CALL SOUND(T,LD,0,FS,0)
2770 CALL SOUND(T,D,0,HA,0)
2780 CALL SOUND(T,D,0,A,0)
2790 CALL SOUND(T,LD,0,HB,0)
2800 CALL SOUND(T,LD,0,B,0)
2810 CALL SOUND(T,D,0,HHD,0)
2820 CALL SOUND(T,D,0,HD,0)
2830 REM  20
2840 CALL SOUND(T,LEF,0,HDF,0,HHEF,0)
2850 CALL SOUND(T,LEF,0,EF,0)
2860 CALL SOUND(T,EF,0,HEF,0)
2870 CALL SOUND(T,HEF,0,HHEF,0)
2880 CALL SOUND(T,LEF,0,EF,0)
2890 CALL SOUND(T,EF,0,HEF,0)
2900 CALL SOUND(T,EF,0,HDF,0,HHEF,0)
2910 CALL SOUND(T,HEF,0,HHEF,0)
2920 CALL SOUND(T,LEF,0,EF,0)
2930 CALL SOUND(T,LEF,0,EF,0)
2940 CALL SOUND(T,EF,0,HEF,0)
2950 CALL SOUND(T,HEF,0,HHEF,0)
2960 CALL SOUND(T,LEF,0,HDF,0,HHEF,0)
2970 CALL SOUND(T,LEF,0,EF,0)
2980 CALL SOUND(T,EF,0,HEF,0)
2990 CALL SOUND(T,HEF,0.HHFF,0)
3000 NEXT Y
3010 REM  23
3020 FOR Y=1 TO 4
3030 CALL SOUND(T,LD,0,HHD,0)
3040 CALL SOUND(T,LD,0,HHEF,0)
3050 CALL SOUND(T,D,0,HHD,0)
3060 CALL SOUND(T,D,0,HHCS,0)
3070 NEXT Y
3080 REM  24
3090 CALL SOUND(T,LD,0,HHD,0)
3100 CALL SOUND(T,LD,0,HHDS,0)
3110 CALL SOUND(T,D,0,HHE,0)
3120 CALL SOUND(T,D,0,HHF,0)
3130 CALL SOUND(T,LD,0,HHFS,0)
3140 CALL SOUND(T,LD,0,HHF,0)
3150 CALL SOUND(T,D,0,HHE,0)
3160 CALL SOUND(T,D,0,HHDS,0)
3170 CALL SOUND(T,LD,0,HHD,0)
3180 CALL SOUND(T,LD,0,HHDS,0)
3190 CALL SOUND(T,D,0,HHE,0)
3200 CALL SOUND(T,D,0,HHF,0)
3210 CALL SOUND(T,LD,0,HHFS,0)
3220 CALL SOUND(T,LD,0,D,0)
3230 CALL SOUND(T,D,0,HD,0)
3240 CALL SOUND(T,HD,0,HHD,0)
3250 REM  25
3260 CALL SOUND(T,LG,0,HHD,0)
3270 CALL SOUND(T,LG,0,HHDF,0)
3280 CALL SOUND(T,G,0,HHC,0)
3290 CALL SOUND(T,G,0,HB,0)
3300 CALL SOUND(T,LG,0,HBF,0)
3310 CALL SOUND(T,LG,0,HHEF,0)
3320 CALL SOUND(T,G,0,HHD,0)
3330 CALL SOUND(T,G,0,HHCS,0)
3340 CALL SOUND(T,LG,0,HHD,0)
3350 CALL SOUND(T,LG,0,HHCS,0)
3360 CALL SOUND(T,G,0,HHC,0)
3370 CALL SOUND(T,G,0,HB,0)
3380 CALL SOUND(T,LG,0,HBF,0)
3390 CALL SOUND(T,LG,0,HB,0)
3400 CALL SOUND(T,G,0,HHC,0)
3410 CALL SOUND(T,G,0,HHCS,0)
3420 REM  26
3430 CALL SOUND(T,LG,0,HHD,0)
3440 CALL SOUND(T,LG,0,HHDF,0)
3450 CALL SOUND(T,G,0,HHC,0)
3460 CALL SOUND(T,G,0,HB,0)
3470 CALL SOUND(T,LG,0,HHC,0)
3480 CALL SOUND(T,LG,0,HB,0)
3490 CALL SOUND(T,G,0,HBF,0)
3500 CALL SOUND(T,G,0,HA,0)
3510 CALL SOUND(T,LG,0,HBF,0)
3520 CALL SOUND(T,LG,0,HB,0)
3530 CALL SOUND(T,G,0,HHC,0)
3540 CALL SOUND(T,G,0,HHCS,0)
3550 CALL SOUND(T,LG,0,HHD,0)
3560 CALL SOUND(T,LG,0,HHEF,0)
3570 CALL SOUND(T,G,0,HHE,0)
3580 CALL SOUND(T,G,0,HHF,0)
3590 REM  27
3600 CALL SOUND(T,LE,0,HHE,0)
3610 CALL SOUND(T,LE,0,HHEF,0)
3620 CALL SOUND(T,E,0,HHD,0)
3630 CALL SOUND(T,E,0,HHCS,0)
3640 CALL SOUND(T,LE,0,HHD,0)
3650 CALL SOUND(T,LE,0,HHCS,0)
3660 CALL SOUND(T,E,0,HHC,0)
3670 CALL SOUND(T,E,0,HB,0)
3680 CALL SOUND(T,LE,0,HHC,0)
3690 CALL SOUND(T,LE,0,HB,0)
3700 CALL SOUND(T,E,0,HBF,0)
3710 CALL SOUND(T,E,0,HA,0)
3720 CALL SOUND(T,LE,0,HGS,0)
3730 CALL SOUND(T,LE,0,HG,0)
3740 CALL SOUND(T,E,0,HFS,0)
3750 CALL SOUND(T,E,0,HF,0)
3760 REM  28
3770 FOR Y=1 TO 8
3780 CALL SOUND(T,LE,0,HE,0)
3790 CALL SOUND(T,LE,0,HF,0)
3800 CALL SOUND(T,E,0,HE,0)
3810 CALL SOUND(T,E,0,HDS,0)
3820 NEXT Y
3830 REM  34
3840 CALL SOUND(T,LE,0,HE,0,HHE,0)
3850 CALL SOUND(T,LE,0,E,0,HE,0)
3860 CALL SOUND(T,HE,0,HHE,0,LE,0)
3870 CALL SOUND(T,HE,0,E,0,LE,0)
3880 CALL SOUND(T,HDS,0,HHDS,0,LDS,0)
3890 CALL SOUND(T,HDS,0,DS,0,LDS,0)
3900 CALL SOUND(T,HE,0,HHE,0,LD,0)
3910 CALL SOUND(T,HE,0,E,0,LD,0)
3920 CALL SOUND(T,HF,0,HHF,0,LDF,0)
3930 CALL SOUND(T,F,0,HF,0,LDF,0)
3940 CALL SOUND(T,HFS,0,HHFS,0,LC,0)
3950 CALL SOUND(T,FS,0,HFS,0,LC,0)
3960 CALL SOUND(T,HG,0,HHG,0,LLB,0)
3970 CALL SOUND(T,G,0,HG,0,LLB,0)
3980 CALL SOUND(T,HGS,0,HHGS,0,LLBF,0)
3990 CALL SOUND(T,GS,0,HGS,0,LLBF,0)
4000 REM  35
4010 CALL SOUND(T,HA,0,HHA,0,LLA,0)
4020 CALL SOUND(T,LLA,0,LA,0)
4030 CALL SOUND(T,LA,0,HA,0)
4040 CALL SOUND(T,LA,0,A,0)
4050 CALL SOUND(T,LC,0,HC,0)
4060 CALL SOUND(T,LC,0,C,0)
4070 CALL SOUND(T,LD,0,HD,0)
4080 CALL SOUND(T,LD,0,D,0)
4090 CALL SOUND(T,LDS,0,HDS,0)
4100 CALL SOUND(T,LDS,0,DS,0)
4110 IF Z=6 THEN 4200
4120 CALL SOUND(T,LE,0,HE,0)
4130 CALL SOUND(T,LE,0,E,0)
4140 CALL SOUND(T,LC,0,HC,0)
4150 CALL SOUND(T,LC,0,C,0)
4160 CALL SOUND(T,LE,0,HE,0)
4170 CALL SOUND(T,LE,0,E,0)
4180 Z=6
4190 GOTO 4000
4200 CALL SOUND(T,LE,0,HHE,0)
4210 CALL SOUND(T,LE,0,HE,0)
4220 CALL SOUND(T,LC,0,HHE,0)
4230 CALL SOUND(T,LC,0,HE,0)
4240 CALL SOUND(T,LE,0,HHC,0)
4250 CALL SOUND(T,LE,0,HC,0)
4260 GOTO 1330
4270 END
```

PROBABILITÀ

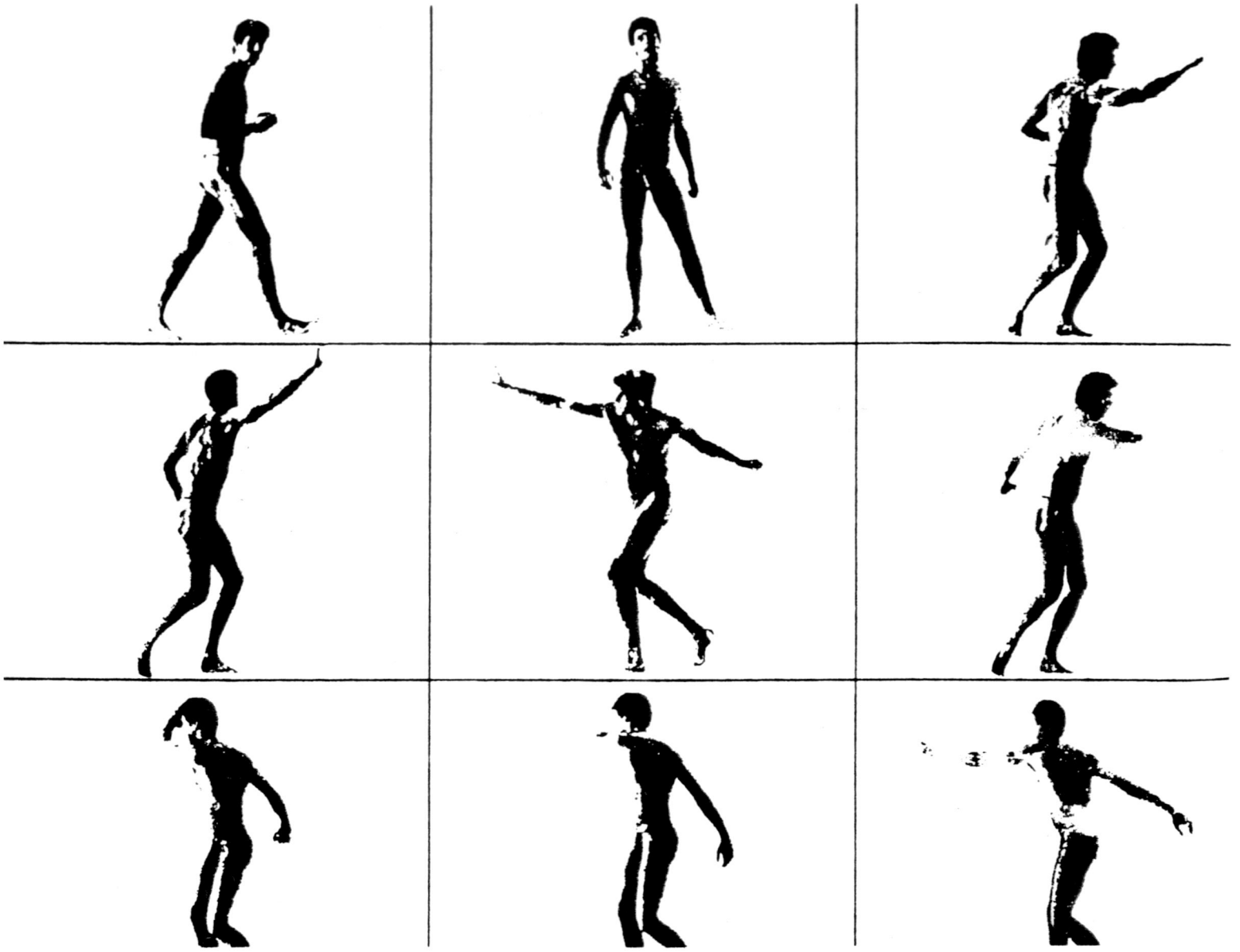
```
10 CALL CLEAR
20 DIM A(15)
30 CFO=2
40 CPA=4
50 CPI=16
60 CRI=12
70 CSC=10
80 FOR I=1 TO 8
90 CALL COLOR(I,CSC,CFO)
100 NEXT I
110 CALL COLOR(9,CPA,CFO)
120 CALL COLOR(10,CPI,CFO)
130 CALL COLOR(11,CRI,CFO)
140 CALL COLOR(12,CRI,CFO)
150 CALL SCREEN(CFO)
160 CALL CHAR(96,"00183C7E7E7E3C18")
170 CALL CHAR(104,"0000181818000000")
180 CALL CHAR(112,"0101010101010101")
190 CALL CHAR(113,"8080808080808080")
200 CALL CHAR(114,"FF00000000000000")
210 CALL CHAR(115,"0100000000000000")
220 CALL CHAR(116,"8000000000000000")
230 CALL CHAR(117,"0808080808080808")
240 CALL CHAR(118,"FF0F070301000000")
250 CALL CHAR(119,"FFFFFFFFFF000000")
260 CALL CHAR(120,"FFF0E0C080000000")
270 CALL VCHAR(1,2,112,23)
280 CALL VCHAR(1,32,113,23)
290 CALL HCHAR(1,3,114,29)
300 CALL HCHAR(24,3,114,29)
310 CALL HCHAR(24,2,115)
320 CALL HCHAR(24,32,116)
330 FOR V=4 TO 30 STEP 2
340 CALL VCHAR(17,V,117,7)
341 CALL SOUND(20,1000,2)
350 NEXT V
360 CALL HCHAR(1,16,118)
370 CALL HCHAR(1,17,119)
380 CALL HCHAR(1,18,120)
390 FOR R=3 TO 16
400 FOR C=20-R TO R+14 STEP 2
410 CALL HCHAR(R,C,104)
420 NEXT C
421 CALL SOUND(20,900,2)
430 NEXT R
440 A$="0304PROBABILITY"
450 GOSUB 10000
451 CALL SOUND(100,440,2)
452 CALL SOUND(100,660,2)
453 CALL SOUND(100,550,2)
460 A$="0319PRESS ANY KEY"
470 GOSUB 10000
471 CALL SOUND(100,440,2)
472 CALL SOUND(100,550,2)
473 CALL SOUND(100,440,2)
474 CALL SOUND(100,660,2)
475 CALL SOUND(100,880,2)
480 CALL KEY(0,K,S)
490 IF S=0 THEN 480
491 CALL SOUND(100,600,2)
492 CALL SOUND(100,1000,2)
493 A$="0524OK !!"
494 GOSUB 10000
495 CALL SOUND(110,600,2)
500 FOR I=1 TO 15
510 A(I)=0
520 NEXT I
530 FOR V=3 TO 31 STEP 2
540 CALL VCHAR(16,V,32,8)
550 NEXT V
560 CALL HCHAR(3,4,32,11)
570 CALL HCHAR(3,19,32,13)
571 CALL HCHAR(5,24,32,5)
580 A$="0304N. "
590 GOSUB 10000
600 N=1
610 RANDOMIZE
620 A$="0307"&STR$(N)
630 GOSUB 10000
640 R=2
650 C=17
651 RANDOMIZE
660 CALL SOUND(100,440,2)
661 CALL SOUND(100,660,2)
662 CALL SOUND(100,550,2)
670 CALL HCHAR(R,C,96)
680 D=INT(2*RND)+1
690 R=R+1
700 IF D=1 THEN 710 ELSE 740
710 C=C-1
720 CALL HCHAR(R-1,C+1,32)
730 GOTO 760
740 C=C+1
750 CALL HCHAR(R-1,C-1,32)
760 IF R=16 THEN 800 ELSE 770
770 CALL SOUND(20,600,2)
780 CALL HCHAR(R,C,96)
781 FOR TE=1 TO 30
782 NEXT TE
790 GOTO 680
800 CALL HCHAR(R,C,96)
810 CONT=C/2-.5
820 IF A(CONT)=7 THEN 830 ELSE 940
830 A$="0323FINE !"
840 GOSUB 10000
850 CALL SOUND(100,440,2)
860 CALL SOUND(100,550,2)
870 CALL SOUND(100,440,2)
880 CALL SOUND(100,660,2)
890 CALL SOUND(100,880,2)
900 FOR T=1 TO 1500
910 NEXT T
920 CALL HCHAR(3,4,32,6)
930 GOTO 440
940 FOR I=1 TO 7-A(CONT)
950 CALL HCHAR(R+I-1,C,32)
960 CALL HCHAR(R+I,C,96)
970 NEXT I
980 CALL SOUND(20,500,2)
990 A(CONT)=A(CONT)+1
1000 N=N+1
1010 GOTO 620
10000 REM -SUBRUOTINE PRINT AT-
10010 R$=SEG$(A$,1,2)
10020 C$=SEG$(A$,3,2)
10030 R1=VAL(R$)
10040 C1=VAL(C$)
10050 FOR L=5 TO LEN(A$)
10060 A1=ASC(SEG$(A$,L,1))
10070 CALL HCHAR(R1,C1,A1,1)
10080 C1=C1+1
10090 NEXT L
10100 RETURN
```




```
10 REM   FRANCOMPUTER CLUB  VICENZA
20 REM
30 REM
40 REM   S T A T I S T I C A
100 CALL CLEAR
110 REM  PROGRAMMA DI STATISTICA ISTOGRAFICA BY O.P.VI.
120 PRINT "P R O G R A M M I":::"S T A T I S T I C I":::"C O N  I L  S I S T E M
A":::"I S T O G R A F I C O"
130 AZ$="PREMI LA BARRA SPAZIATRICE   PER CONTINUARE"
140 PRINT ::::::AZ$
150 CALL KEY(0,KEY,STA)
160 IF STA=0 THEN 150
170 CALL CLEAR
180 PRINT "LISTA DEI P R O G R A M M I":"CODICE";"  NOME PROGRAMMA"
190 PRINT :1;"  GRAFICA COORDINATE X Y":TAB(7);"POS. 4 VALORI DI X":TAB(7);"POS.
 2 VALORI DI Y"
200 PRINT :2;"  GRAFICA DI CONFRONTO":TAB(7);"10 GRUPPI  PRIMA/DOPO":TAB(7);"20
GRUPPI"
210 PRINT :3;"  GRAFICA DI CONFRONTO":TAB(7);"8 GRUPPI SU DUE":TAB(7);"SITUAZION
I OPPOSTE"
220 PRINT :4;"  GRAFICO DI CONFRONTO":TAB(7);"5 GRUPPI IN":TAB(7);"DUE PORZIONI
DEL 100%"
230 PRINT :5;"  GRAFICO DEI":TAB(7);"SI  NO  NON SO"
240 AZ$="PREMI LA BARRA"
250 PRINT :AZ$
260 CALL KEY(0,KEY,STA)
270 IF STA=0 THEN 260
280 CALL CLEAR
290 PRINT "SCRIVI IL NUM. DI CODICE"::"PER IL PROGRAMMA SCELTO"::"DOPO PREMI TAS
TO ENTER":::
300 PRINT "PER FERMARE IL PROGRAMMA":"PREMI INSIEME IL TASTO ":"ENTER E 4/CLEAR"
::::
310 PRINT "QUANDO IL GRAFICO FINISCE":"PER TORNARE ALLA LISTA":"BASTA CHE PREMI"
:"LA BARRA SPAZIATRICE"::
320 INPUT AX
330 ON AX GOSUB 340,410,470,530,590
340 CALL CLEAR
350 PRINT "X= DA     0 A   100"::"X= DA     0 A    50"::"X= DA  +100 A  -100"::"
X= DA  + 50 A  - 50"::
360 PRINT :"Y= DA     0 A     8"::"Y= DA    77 A    84"
370 PRINT ::"I VALORI DI X Y POSSONO ":"ESSERE COMBINATI"::
380 PRINT "COD.1 CONTINUA":"COD.2 RITORNA LISTA"::
390 INPUT AY
400 ON AY GOSUB 660,170
410 CALL CLEAR
420 PRINT "PUO FARE IL CONFRONTO FRA"::"10 GRUPPI CON DUE SITUAZIONI"::"TIPO PRI
MA/DOPO"
430 PRINT :"IMPORT / EXPORT":::"20 GRUPPI "
440 PRINT ::"COD.1 CONTINUA"::"COD.2 RITORNA LISTA"::
450 INPUT AY
460 ON AY GOSUB 1590,170
470 CALL CLEAR
480 PRINT "GRAFICA DI CONFRONTO"::"TIPO SPESA CONTO GUADAGNO"::"CONSUMO CONTRO P
RODUZIONE"::
490 PRINT "CIOE' DUE SVILUPPI DI"::"UNA STESSA SITUAZIONE"::"111111 000":"    11
 000000":"     1 0"
500 PRINT " 11111 0000000":::"COD.1 CONTINUA"::"COD.2 RITORNA LISTA"::
510 INPUT AY
520 ON AY GOSUB 1980,170
530 CALL CLEAR
540 PRINT "CONFRONTO DI 5 GRUPPI"::"SU UNO STESSO TEMA MA"::"CHE LA SOMMA DELLE
PER-"::"CENTUALI DA IL 100%"::
550 PRINT " TIPO  1111111100":"       1111000000":"       1000000000"
560 PRINT "       1111111000":"       1111100000"::::"COD.1 CONTINUA"::"COD.2 RI
TORNA LISTA":::
570 INPUT AY
580 ON AY GOSUB 2410,170
590 CALL CLEAR
600 PRINT " CONFRONTO STATISTICO SU "::"TRE DOMANDE SI NO NON SO"::"CON UNA SUDD
IVISIONE"::
610 PRINT "PER 4 TIPO DI PERSONE"::"ES. STUDENTI":"    LAVORATORI":"    PENSIONA
TI":"    DISOCCUPATI":::
620 PRINT ::"COD.1 CONTINUA"::"COD.2 RITORNA LISTA":::
630 INPUT AY
640 ON AY GOSUB 2900,170
650 GOTO 100
660 CALL CLEAR
670 C$="FFFFFFFFFFFFFFFFF"
680 D$="808080808080808FF"
690 CALL CHAR(40,C$)
700 CALL CHAR(41,D$)
710 PRINT "SCELTA DEI VALORI DA DARE":"ALLE COORDINATE X E Y":::"1 X= DA    0 A
 100"::"2 X= DA    0 A   50"
720 PRINT ::"3 X= DA +100 A -100"::"4 X= DA + 50 A - 50":::"1 Y= DA    0 A    8"
::"2 Y= DA   77 A   84":::::
730 INPUT "VALORE COD. X  ":X
740 PRINT ::
750 INPUT "VALORE COD. Y  ":Y
760 CALL CLEAR
770 PRINT "SCEGLI 8 VALORI IN CODICE";"PER DARE L'ALTEZZA ALLE";"8 COLONNE ISTOG
RAFICHE";"CODICE  ALTEZZA":
780 ON X GOSUB 790,790,840,840
790 PRINT " 2 = 100 50"::" 4 =  90 45"::" 6 =  80 40"::" 8 =  70 35"::"10 =  60
30"::"12 =  50 25"::
800 PRINT "14 =  40 20"::"16 =  30 15"::"18 =  20 10"::"20 =  10  5";"PREMI LA B
ARRA"
810 CALL KEY(0,KEY,STA)
820 IF STA=0 THEN 810
830 GOTO 900
840 PRINT " 2 = 100 50";"  13 = -10 - 5"::" 3 =  90 45";"  14 = -20 -10"::" 4 =
 80 40";"  15 = -30 -15"
850 PRINT :" 5 =  70 35";"  16 = -40 -20"::" 6 =  60 30";"  17 = -50 -25"::" 7 =
 50 25";"  18 = -60 -30"
860 PRINT :" 8 =  40 20";"  19 = -70 -35"::" 9 =  30 15";"  20 = -80 -40"::"10 =
 20 10";"  21 = -90 -45"
870 PRINT :"11 =  10  5";"  22 =-100 -50":"PREMI LA BARRA"
880 CALL KEY(0,KEY,STA)
890 IF STA=0 THEN 880
900 CALL CLEAR
910 DIM A(8)
```

```
920 FOR K=1 TO 8
930 INPUT "COD. ALTEZZA =  ":A(K)
940 NEXT K
950 CALL CLEAR
960 ON X GOSUB 970,1020,1070,1110
970 FOR T=100 TO 0 STEP -10
980 PRINT
990 PRINT T
1000 NEXT T
1010 GOTO 1140
1020 FOR T=50 TO 0 STEP -5
1030 PRINT
1040 PRINT T
1050 NEXT T
1060 GOTO 1140
1070 FOR T=100 TO -100 STEP -10
1080 PRINT T
1090 NEXT T
1100 GOTO 1140
1110 FOR T=50 TO -50 STEP -5
1120 PRINT T
1130 NEXT T
1140 ON Y GOSUB 1150,1170
1150 PRINT " 0  1  2  3  4  5  6  7  8"
1160 GOTO 1180
1170 PRINT "   77 78 79 80 81 82 83 84"
1180 FOR Q=1 TO 22
1190 CALL HCHAR(Q,6,41,24)
1200 NEXT Q
1210 ON X GOSUB 1230,1230,1220,1220
1220 CALL HCHAR(12,6,40,24)
1230 ON X GOSUB 1240,1240,1340,1340
1240 F=6
1250 FOR K=1 TO 8
1260 READ L,M,N
1270 FOR E=A(K)TO 22
1280 CALL COLOR(L,N,N)
1290 CALL HCHAR(E,F,M,3)
1300 NEXT E
1310 F=F+3
1320 NEXT K
1330 GOTO 1550
1340 F=6
1350 FOR K=1 TO 8
1360 READ L,M,N
1370 IF A(K)<=11 THEN 1390
1380 IF A(K)>=13 THEN 1450
1390 FOR S=A(K)TO 11
1400 CALL COLOR(L,N,N)
1410 CALL HCHAR(S,F,M,3)
1420 NEXT S
1430 F=F+3
1440 GOTO 1500
1450 FOR S=13 TO A(K)
1460 CALL COLOR(L,N,N)
1470 CALL HCHAR(S,F,M,3)
1480 NEXT S
1490 F=F+3
1500 NEXT K
1510 CALL KEY(0,KEY,STA)
1520 IF STA=0 THEN 1510
1530 CALL CLEAR
1540 GOTO 170
1550 DATA 16,152,5,15,144,7,14,136,13,13,128,11,12,120,6,11,112,10,10,104,14,9,9
6,12
1560 DATA 16,152,5,13,128,11,16,144,7,14,136,13,16,152,5,10,104,14,11,112,10,10,
104,14
1570 DATA 15,144,7,13,128,11,16,152,5,15,144,7
1580 GOTO 1580
1590 CALL CLEAR
1600 PRINT "CONFRONTO STATISTICO FRA"::"10 GRUPPI":"20 GRUPPI"::"NOME MASSIMO 6
LETTERE":::"SE SCEGLI IL GRUPPO"
1610 PRINT "DA 10,METTI I DOPPI APICI":"CIOE "" OGNI SECONDO NOME"
1620 PRINT "RICORDATI DI METTERE LA":"VIRGOLA TRA I DATI"::::"COD. 1 GRUPPO 10":
:"COD. 2 GRUPPO 20":::
1630 INPUT "COD. =  ":X
1640 CALL CLEAR
1650 ON X GOSUB 1660,1690
1660 PRINT "SCRIVI IL NOME DEL":"PRIMA E DOPO NEL CONFRONTO":"MAX. 10 CARATTERI"
::
1670 INPUT "PRIMA  ":C$
1680 INPUT "DOPO   ":D$
1690 CALL CLEAR
1700 PRINT "SCELTA DEL CODICE PER I":"RAPPORTI DI TABELLA":::" COD. 20 = MAX 100
%"::"      30 = MAX  60%"
1710 PRINT :"      45 = MAX  40%"::"      25 = MAX  70%"::"      35 = MAX  50%":
:"      60 = MAX  30%"::::
1720 INPUT "COD.  =  ":Y
1730 CALL CLEAR
1740 PRINT "SCRIVI IL NOME,VIRGOLA":"PRIMO PERCENTO SENZA IL %"::"NOME MAX 6 LET
TERE"::
1750 DIM A$(20),B(20)
1760 FOR K=1 TO 20
1770 INPUT "NOME,%  = ":A$(K),B(K)
1780 NEXT K
1790 CALL CLEAR
1800 FOR W=1 TO 20
1810 PRINT SEG$(A$(W),1,6);TAB(26);B(W)
1820 NEXT W
1830 ON X GOSUB 1840,1850
1840 PRINT :"SPIEG. 1 RIGA ";SEG$(C$,1,10):"      2 RIGA ";SEG$(D$,1,10)
1850 Z=1
1860 FOR Q=1 TO 20
1870 H=Y*B(Q)/100
1880 READ L,M,N
1890 CALL COLOR(L,N,N)
1900 CALL HCHAR(Z,10,M,H)
1910 Z=Z+1
1920 NEXT Q
1930 CALL KEY(0,KEY,STA)
1940 IF STA=0 THEN 1930
1950 CALL CLEAR
1960 GOTO 170
1970 GOTO 1970
1980 CALL CLEAR
1990 CALL COLOR(13,13,13)
2000 CALL COLOR(14,11,11)
2010 PRINT "IN QUESTA GRAFICA POUI":"METTERE A CONFRONTO DUE":"SITUAZIONI DI UNO
 STESSO":"TEMA PER 8 VOLTE":::
2020 PRINT "CODICE RAPPORTO IN TABELLA"::"COD. 10 = MAX 100%"::"COD. 20 = MAX  5
0%":::
2030 INPUT "COD.  = ":X
2040 CALL CLEAR
2050 PRINT "NOME PRIMO %  SECONDO %"::"RICODATI DI METTERE LA":"VIRGOLA TRA I DA
TI":::
2060 PRINT "NOME MAX 8 CARATTERI"::
2070 DIM P$(8),I(8),R(8)
2080 FOR Q=1 TO 8
2090 INPUT "NOME,I%,2% = ":P$(Q),I(Q),R(Q)
2100 NEXT Q
2110 CALL CLEAR
2120 FOR Q=1 TO 8
2130 PRINT :P$(Q);TAB(12);I(Q);TAB(25);R(Q)::
2140 NEXT Q
2150 M=2
2160 N=3
2170 FOR Q=1 TO 8
2180 Y=I(Q)*X/100
2190 Z=23-Y
2200 FOR L=M TO N
2210 CALL HCHAR(L,Z,128,Y)
2220 NEXT L
2230 M=M+3
2240 N=N+3
2250 NEXT Q
2260 M=2
2270 N=3
2280 FOR Q=1 TO 8
2290 W=R(Q)*X/100
2300 FOR H=M TO N
2310 CALL HCHAR(H,23,136,W)
2320 NEXT H
2330 M=M+3
2340 N=N+3
2350 NEXT Q
2360 CALL KEY(0,KEY,STA)
2370 IF STA=0 THEN 2360
2380 CALL CLEAR
2390 GOTO 170
2400 GOTO 2400
2410 CALL CLEAR
```

```
2420 CALL COLOR(13,13,13)
2430 CALL COLOR(14,11,11)
2440 PRINT "GARFICA DI CONFRONTO FRA":"5 GRUPPI, CON DUE SCELTE":"DI PERCENTUALI
, LA CUI":"SOMMA DA IL 100%":
2450 PRINT :"IL NOME DEL GRUPPO MAX.":"10 LETTERE, SEGUITO DALLE":"DUE PERCENTUA
LI"
2460 PRINT :::
2470 DIM U$(5),C(5),D(5)
2480 FOR K=1 TO 5
2490 INPUT "NOME,1%,2% = ":U$(K),C(K),D(K)
2500 NEXT K
2510 CALL CLEAR
2520 PRINT "SCRIVI IL MOTIVO DELLA":"PRIMA PERCENTUALE, CHE":"STA A SINISTRA, E
IL MOTI-":"VO DELLA SECONDA "
2530 PRINT "CHE STA A DESTRA":"MAX. 10 LETTERE":::
2540 INPUT "A SINISTRA  ":E$
2550 PRINT ::
2560 INPUT "A DESTRA  ":F$
2570 CALL CLEAR
2580 FOR K=1 TO 5
2590 PRINT U$(K);TAB(11);C(K);TAB(26);D(K)
2600 PRINT :::
2610 NEXT K
2620 PRINT
2630 PRINT TAB(2);CHR$(128);CHR$(127);SEG$(E$,1,10);TAB(16);CHR$(136);CHR$(127);
2640 DIM V(5)
2650 M=3
2660 N=5
2670 FOR K=1 TO 5
2680 V(K)=C(K)*20/100
2690 FOR T=M TO N
2700 CALL HCHAR(T,13,128,V(K))
2710 NEXT T
2720 M=M+4
2730 N=N+4
2740 NEXT K
2750 M=3
2760 N=5
2770 FOR K=1 TO 5
2780 Q=D(K)*20/100
2790 FOR L=M TO N
2800 CALL HCHAR(L,(13+V(K)),136,Q)
2810 NEXT L
2820 M=M+4
2830 N=N+4
2840 NEXT K
2850 CALL KEY(0,KEY,STA)
2860 IF STA=0 THEN 2850
2870 CALL CLEAR
2880 GOTO 170
2890 GOTO 2890
2900 CALL CLEAR
2910 PRINT "GRAFICA DI CONFRONTO FRA":"4 GRUPPI CHE HANNO DATO":"LA STESSA RISPO
STA":::"SI / NO / NON SO":::
2920 PRINT "SCRIVI IL CODICE DEL":"VALORE MASSIMO DI %":::"COD.  20 = MAX. 100%"
:"      25 = MAX.  70%"
2930 PRINT "      30 = MAX.  60%":"      35 = MAX.  50%":"      45 = MAX.  40%":
"      60 = MAX.  30%"::
2940 INPUT "NOME COD. = ":X
2950 CALL CLEAR
2960 PRINT "SCRIVI UN VALORE POI":"PREMI IL TASTO ENTER":::
2970 DIM MA(4)
2980 FOR K=1 TO 4
2990 INPUT " S I  = ":MA(K)
3000 NEXT K
3010 DIM NB(4)
3020 FOR K=1 TO 4
3030 INPUT " N O  = ":NB(K)
3040 NEXT K
3050 DIM O(4)
3060 FOR K=1 TO 4
3070 INPUT "NON SO= ":O(K)
3080 NEXT K
3090 CALL CLEAR
3100 K$="FFFFFFFFFFFFFFFF"
3110 CALL CHAR(120,K$)
3120 FOR K=1 TO 4
3130 PRINT
3140 PRINT TAB(24);MA(K)
3150 NEXT K
3160 FOR K=1 TO 4
3170 PRINT
3180 PRINT TAB(24);NB(K)
3190 NEXT K
3200 FOR K=1 TO 4
3210 PRINT
3220 PRINT TAB(24);O(K)
3230 NEXT K
3240 B$="0000E3E3D3D3D3D3"
3250 C$="CBCBCBCBC7C70000"
3260 D$="00003F3F33333333"
3270 E$="3333333BFBF0000"
3280 F$="0000FFFFC0C0C0FF"
3290 G$="FF030303FFFF0000"
3300 H$="0006060600000606"
3310 L$="0606060606060000"
3320 M$="0000383834343434"
3330 N$="3232323231310000"
3340 T$="0000C0C0C0C0C0C0"
3350 Q$="C0C0C0C0C0C00000"
3360 CALL CHAR(121,B$)
3370 CALL CHAR(122,C$)
3380 CALL CHAR(123,D$)
3390 CALL CHAR(124,E$)
3400 CALL CHAR(125,F$)
3410 CALL CHAR(126,G$)
3420 CALL CHAR(112,H$)
3430 CALL CHAR(113,L$)
3440 CALL CHAR(114,M$)
3450 CALL CHAR(115,N$)
3460 CALL CHAR(116,T$)
3470 CALL CHAR(117,Q$)
3480 CALL HCHAR(8,1,120,30)
3490 CALL HCHAR(16,1,120,30)
3500 CALL HCHAR(4,3,125)
3510 CALL HCHAR(5,3,126)
3520 CALL HCHAR(4,4,112)
3530 CALL HCHAR(5,4,113)
3540 CALL HCHAR(12,3,121)
3550 CALL HCHAR(13,3,122)
3560 CALL HCHAR(12,4,123)
3570 CALL HCHAR(13,4,124)
3580 CALL HCHAR(20,2,121)
3590 CALL HCHAR(21,2,122)
3600 CALL HCHAR(20,3,123)
3610 CALL HCHAR(21,3,124)
3620 CALL HCHAR(20,4,114)
3630 CALL HCHAR(21,4,115)
3640 CALL HCHAR(20,5,116)
3650 CALL HCHAR(21,5,117)
3660 CALL HCHAR(20,6,125)
3670 CALL HCHAR(21,6,126)
3680 CALL HCHAR(20,7,123)
3690 CALL HCHAR(21,7,124)
3700 Z=1
3710 FOR K=1 TO 4
3720 H=X*MA(K)/100
3730 READ DA,EA,FA
3740 CALL COLOR(DA,FA,FA)
3750 CALL HCHAR(Z,8,EA,H)
3760 Z=Z+2
3770 NEXT K
3780 RESTORE
3790 Z=9
3800 FOR K=1 TO 4
3810 H=X*NB(K)/100
3820 READ G,L,T
3830 CALL COLOR(G,T,T)
3840 CALL HCHAR(Z,8,L,H)
3850 Z=Z+2
3860 NEXT K
3870 RESTORE
3880 Z=17
3890 FOR K=1 TO 4
3900 H=O(K)*X/100
3910 READ W,P,Q
3920 CALL COLOR(W,Q,Q)
3930 CALL HCHAR(Z,8,P,H)
3940 Z=Z+2
3950 NEXT K
3960 RESTORE
3970 CALL KEY(0,KEY,STA)
3980 IF STA=0 THEN 3970
3990 CALL CLEAR
4000 GOTO 170
4010 GOTO 4010
4020 STOP
```



```
10 REM   FRANCOMPUTER CLUB VICENZA
20 REM
30 REM
40 REM   IDOINEITA'   ALLO   SPORT
50 REM
100 CALL CLEAR
110 A$="I D O N E I T A' "
120 Y=8
130 X=7
140 GOSUB 2720
150 A$="A L L O "
160 Y=11
170 X=11
180 GOSUB 2720
190 A$="S  P  O  R  T . "
200 Y=14
210 X=7
220 GOSUB 2720
230 FOR I=1 TO 500
240 NEXT I
250 CALL CLEAR
260 A$="1   COME ESEGUIRE LA PROVA "
270 Y=8
280 X=4
290 GOSUB 2720
300 A$="2   T E S T "
310 Y=11
320 GOSUB 2720
330 A$="3   PER FINIRE "
340 Y=14
350 GOSUB 2720
360 GOSUB 2790
370 Q=Q-48
380 IF (Q<1)+(Q>3)THEN 360
390 ON Q GO TO 400,1720,3140
400 CALL CLEAR
410 A$="La prova consiste nel salire "
420 Y=1
430 X=2
440 GOSUB 2720
450 A$="e scendere un gradino alto "
460 Y=2
470 GOSUB 2720
480 A$="40 o 50 cm. per 3 minuti. "
490 Y=3
500 GOSUB 2720
510 A$="La scelta delle dimensioni "
520 Y=4
530 GOSUB 2720
540 A$="del gradino dipende dal sesso "
550 Y=5
560 GOSUB 2720
570 A$="e dalla statura del soggetto. "
580 Y=6
```

```
590 GOSUB 2720
600 A$="Solitamente ci si comporta "
610 Y=7
620 GOSUB 2720
630 A$="cosi':gradino di 50 cm. per "
640 Y=8
650 GOSUB 2720
660 A$="soggetti di statura superiore "
670 Y=9
680 GOSUB 2720
690 A$="a cm. 170,gradino di 40 cm. "
700 Y=10
710 GOSUB 2720
720 A$="per tutti gli altri. "
730 Y=11
740 GOSUB 2720
750 A$="Nei bambini si puo' utilizza- "
760 Y=12
770 GOSUB 2720
780 A$="re un pacchetto alto in modo "
790 Y=13
800 GOSUB 2720
810 A$="tale che l'angolo formato dal- "
820 Y=14
830 GOSUB 2720
840 A$="la coscia sul bacino, avendo "
850 Y=15
860 GOSUB 2720
870 A$="il piede poggiato sul pacchet- "
880 Y=16
890 GOSUB 2720
900 A$="to stesso sia il piu' possibi- "
910 Y=17
920 GOSUB 2720
930 A$="le vicino ai 90 gradi. "
940 Y=18
950 GOSUB 2720
960 A$="Nella esecuzione del test e' "
970 Y=19
980 GOSUB 2720
990 A$="importante che il tronco ri- "
1000 Y=20
1010 GOSUB 2720
1020 A$="manga eretto il piu' possibile "
1030 Y=21
1040 GOSUB 2720
1050 A$="affinche' il lavoro che si "
1060 Y=22
1070 GOSUB 2720
1080 A$="esegue contro la forza di gra- "
1090 Y=23
1100 GOSUB 2720
1110 A$="vita' sia quantizzabile esat- "
1120 Y=24
1130 GOSUB 2720
1140 FOR I=1 TO 700
1150 NEXT I
1160 CALL CLEAR
1170 A$="tamente.Se lo scalino e' alto "
1180 Y=1
1190 GOSUB 2720
1200 A$="50 cm. ogni parte del corpo "
1210 Y=2
1220 GOSUB 2720
1230 A$="deve sollevarsi di 50 cm. "
1240 Y=3
1250 GOSUB 2720
1260 A$="La velocita' di ripetizione "
1270 Y=4
1280 GOSUB 2720
1290 A$="deve essere tale che in 2 sec. "
1300 Y=5
1310 GOSUB 2720
1320 A$="la fase di salita e di disce- "
1330 Y=6
1340 GOSUB 2720
1350 A$="sa deve essere completata. "
1360 Y=7
1370 GOSUB 2720
1380 A$="Di solito si conta 1-2-3-4 "
1390 Y=8
1400 GOSUB 2720
1410 A$="(1-2 salita 3-4 discesa) "
1420 Y=9
1430 GOSUB 2720
1440 A$="e si ricomincia. "
1450 Y=10
1460 GOSUB 2720
1470 A$="Al termine del test devi se- "
1480 Y=11
1490 GOSUB 2720
1500 A$="derti,aspettare 1 minuto "
1510 Y=12
1520 GOSUB 2720
1530 A$="e quindi contare le tue pul- "
1540 Y=13
1550 GOSUB 2720
1560 A$="sazioni per 30 secondi. "
1570 Y=14
1580 GOSUB 2720
1590 A$="Sono queste pulsazioni che "
1600 Y=15
1610 GOSUB 2720
1620 A$="introdote ed elaborate ti "
1630 Y=16
1640 GOSUB 2720
1650 A$="daranno il tuo stato di forma. "
1660 Y=17
1670 GOSUB 2720
1680 A$="PREMI UN TASTO "
1690 Y=22
1700 GOSUB 2720
1710 GOSUB 2790
1720 CALL CLEAR
1730 A$="P R O N T I  ? "
1740 Y=10
1750 X=9
1760 GOSUB 2720
1770 GOSUB 2790
1780 CALL CLEAR
1790 A$="V  I  A  ! ! ! "
1800 GOSUB 2720
1810 FOR I=1 TO 500
1820 NEXT I
1830 FOR I=1 TO 90
1840 CALL SOUND(820,435,1)
1850 CALL SOUND(820,736,1)
1860 NEXT I
1870 FOR I=1 TO 500
```

```
1880 NEXT I
1890 GOSUB 1910
1900 GO TO 1990
1910 CALL CLEAR
1920 A$=" S  T  O  P  !!! "
1930 GOSUB 2720
1940 FOR I=1 TO 400
1950 IF I>3 THEN 1970
1960 CALL SOUND(100,333,1)
1970 NEXT I
1980 RETURN
1990 CALL CLEAR
2000 A$="...E  ADESSO... "
2010 Y=8
2020 X=6
2030 GOSUB 2720
2040 A$="S I E D I T I "
2050 Y=12
2060 X=10
2070 GOSUB 2720
2080 FOR I=1 TO 800
2090 NEXT I
2100 FOR I=1 TO 20
2110 CALL SOUND(2460,840,4)
2120 NEXT I
2130 FOR I=1 TO 1200
2140 NEXT I
2150 CALL CLEAR
2160 A$="C  O  N  T  A "
2170 X=8
2180 GOSUB 2720
2190 FOR I=1 TO 300
2200 NEXT I
2210 FOR I=1 TO 10
2220 CALL SOUND(2460,444,4)
2230 NEXT I
2240 FOR I=1 TO 1200
2250 NEXT I
2260 GOSUB 1910
2270 CALL CLEAR
2280 A$="P U L S A Z I O N I ? "
2290 X=5
2300 GOSUB 2720
2310 INPUT P
2320 IRI=180*100/(5.5*P)
2330 CALL CLEAR
2340 PRINT "INDICE  I. R. I.  ";INT(IRI*10)/10
2350 Y=10
2360 IF P<=80 THEN 2430
2370 A$="P E R I C O L O "
2380 X=7
2390 GOSUB 2720
2400 GOSUB 2960
2410 GOSUB 2790
2420 GO TO 250
2430 IF P<=65 THEN 2490
2440 A$="N O N  S U F F I C I E N T E "
2450 X=2
2460 GOSUB 2720
2470 GOSUB 3010
2480 GO TO 2410
2490 IF P<=54 THEN 2550
2500 A$="S U F F I C I E N T E "
2510 X=4
2520 GOSUB 2720
2530 GOSUB 2890
2540 GO TO 2410
2550 IF P<=40 THEN 2610
2560 A$="D I S C R E T O "
2570 X=7
2580 GOSUB 2720
2590 GOSUB 3070
2600 GO TO 2410
2610 IF P<=32 THEN 2670
2620 A$="B  U  O  N  O "
2630 X=9
2640 GOSUB 2720
2650 GOSUB 2820
2660 GO TO 2410
2670 A$="O  T  T  I  M  O "
2680 X=7
2690 GOSUB 2720
2700 GOSUB 2820
2710 GO TO 2410
2720 Z=LEN(A$)
2730 FOR T=1 TO Z-1
2740 A1$=SEG$(A$,T,Z-T)
2750 CALL HCHAR(Y,X+T,ASC(A1$))
2760 NEXT T
2770 CALL SOUND(100,654,1)
2780 RETURN
2790 CALL KEY(0,Q,W)
2800 IF W=0 THEN 2790
2810 RETURN
2820 FOR I=1 TO 5
2830 CALL SOUND(100,534,2)
2840 CALL SOUND(100,324,2)
2850 CALL SOUND(100,536,2)
2860 CALL SOUND(100,867,2)
2870 NEXT I
2880 RETURN
2890 FOR I=1 TO 5
2900 CALL SOUND(80,534,2)
2910 CALL SOUND(80,321,2)
2920 CALL SOUND(80,213,2)
2930 CALL SOUND(80,413,2)
2940 NEXT I
2950 RETURN
2960 FOR I=1 TO 30
2970 CALL SOUND(-100,222,2)
2980 CALL SOUND(-100,111,2)
2990 NEXT I
3000 RETURN
3010 FOR I=1 TO 7
3020 CALL SOUND(100,666,2)
3030 CALL SOUND(100,656,2)
3040 CALL SOUND(100,645,2)
3050 NEXT I
3060 RETURN
3070 FOR I=1 TO 4
3080 CALL SOUND(500,878,2)
3090 CALL SOUND(500,838,2)
3100 CALL SOUND(500,800,2)
3110 CALL SOUND(500,700,2)
3120 NEXT I
3130 RETURN
3140 END
```

```
100 REM --------
110 REM TI-MANAGER
120 REM
130 REM ROCCHI ALBERTO
140 REM
150 REM GS 13-18 27/2/84
160 REM
170 REM --------
180 CALL CLEAR
190 !
200 ! DIMENSIONAMENTO
210 !
220 CNT=1 :: TURNO=0 :: TAX,DIV=5 :: SP=9
230 OPTION BASE 1
240 DIM A(4,11),B(4,2),C(8,3),CC(8),D(4,8),E(6,4),NOM$(4),AZ$(8),COL(4)
250 CALL SCREEN(5)
260 CALL CHAR(96,"0101010101010101")
270 CALL CHAR(97,"00000000000000FF")
280 CALL CHAR(98,"FF00000000000000")
290 CALL CHAR(99,"8080808080808080")
300 CALL CHAR(100,"FF01010101010101")
310 CALL CHAR(101,"01010101010101FF")
320 CALL CHAR(102,"80808080808080FF")
330 CALL CHAR(103,"FF80808080808080")
340 CALL CHAR(104,"00")
350 CALL CHAR(112,"01792525392525FF")
360 CALL CHAR(113,"01394541414145FF")
370 CALL CHAR(114,"01792525252525FF")
380 CALL CHAR(115,"FF83BFBF87BFBF83")
390 CALL CHAR(116,"013D41415D4545FF")
400 CALL CHAR(117,"FFBFBFBFBFBFBF83")
410 CALL CHAR(118,"01794545794141FF")
420 CALL CHAR(119,"017D1111111111FF")
430 CALL CHAR(120,"FF87DBDBC7DBDB87")
440 CALL CHAR(121,"FF83EFEFEFEFEFEF")
450 CALL CHAR(122,"003C7E7E7E7E3C00")
460 CALL CHAR(127,"FFFFFFFFFFFFFFFF")
470 CALL COLOR(9,2,8,10,2,8,11,2,8,12,2,3)
480 FOR I=2 TO 19 :: READ A$ :: DISPLAY AT(I,1):A$ :: NEXT I
```

```
490 CALL VCHAR(21,4,104,4)
500 FOR AA=1 TO 4 :: READ COL(AA):: CALL SPRITE(£AA,122,COL(AA),152+8*AA+1,25)::
 NEXT AA
510 FOR AA=5 TO 8 :: XX=10-(AA>6)*8 :: YY=97-(AA=8)*8-(AA=6)*8 :: C1=COL(AA-4)::
 CALL SPRITE(£AA,122,C1,XX,YY):: NEXT AA
520 DISPLAY AT(19,14):"NOME GIOCATORI?"
530 ACCEPT AT(20+CNT,4)VALIDATE(UALPHA)BEEP:NOM$(CNT)
540 IF NOM$(CNT)="" THEN 560
550 CNT=CNT+1 :: IF CNT=5 THEN 560 ELSE 530
560 CALL HCHAR(19,16,32,16):: IF CNT=5 THEN 580
570 FOR DL=4 TO CNT STEP -1 :: CALL DELSPRITE(£DL):: CALL DELSPRITE(£(DL+4)):: C
ALL HCHAR(20+DL,4,32):: NEXT DL
580 DISPLAY AT(1,1):" TI-MANAGER  AZIONI N. COSTO"
590 TGC=CNT-1 :: FOR AA=1 TO 8 :: READ AZ$(AA),C(AA,2),C(AA,1),C(AA,3):: CC(AA)=
C(AA,2):: DISPLAY AT(AA+1,13):USING "£££££££ £££ ££££":AZ$(AA),C(AA,1),C(AA,2)::
 NEXT AA
600 FOR AA=1 TO CNT-1 :: A(AA,9)=5000 :: NEXT AA
610 FOR AA=1 TO 6 :: READ E(AA,2),E(AA,4):: NEXT AA
620 IMAGE $£££££ ££££ £££££
630 DISPLAY AT(20,14):"CAPIT.  AZ. BC."
640 !
650 ! CICLO
660 !
670 FOR AA=1 TO CNT-1
680 FOR BB=1 TO 8 :: TOT=TOT+A(AA,BB)*C(BB,2):: NEXT BB
690 DISPLAY AT(20+AA,12):USING 620:A(AA,9),TOT,B(AA,1)
700 TOT=0
710 NEXT AA
720 RANDOMIZE
730 FOR NGC=1 TO TGC
740 IF A(NGC,11)=1 THEN 840
750 DISPLAY AT(7,4)SIZE(7):"TOCCA A" :: DISPLAY AT(9,3)SIZE(8):NOM$(NGC)
760 AVN=INT(RND*3)+1 :: A(NGC,10)=A(NGC,10)+AVN :: IF A(NGC,10)>20 THEN A(NGC,10
)=A(NGC,10)-20
770 K=A(NGC,10):: XX=4+3*(15-K)*(K<15)*(K>9)-3*(K<6)*K+15*(K>5)*(K<10):: X=8*(XX
-2)-8*(NGC>2)-6
780 YY=2-10*(K<6)+2*(10-K)*(K<10)*(K>5)-2*(K>15)*(K-15):: Y=8*(YY-1)-6*(NGC=2)-6
*(NGC=4)+10
790 SR=NGC+4
800 CALL LOCATE(£SR,X,Y)
810 ON A(NGC,10)GOTO 1210,1870,1000,1410,2060,1870,1210,1480,1870,1680,1210,1870
,1000,1600,2150,1410,1870,1000,1870,1780
820 CALL KEY(0,K,S):: IF S=0 THEN 820
830 !
840 ! AGGIORNAMENTO
850 !
860 Z=0 :: IF A(NGC,9)<0 THEN B(NGC,2)=B(NGC,2)+ABS(A(NGC,9)):: A(NGC,9)=0
870 FOR BB=1 TO 8 :: TOT=TOT+A(NGC,BB)*C(BB,2):: NEXT BB :: DISPLAY AT(20+NGC,12
):USING 620:A(NGC,9),TOT,B(NGC,1)-B(NGC,2):: TOT=0
880 DISPLAY AT(11,3)SIZE(7):USING "DIV ££%":DIV :: DISPLAY AT(13,3)SIZE(7):USING
 "TAX ££%":TAX
890 W=0 :: FOR BB=1 TO 8 :: DISPLAY AT(BB+1,21):USING "£££ ££££":C(BB,1),C(BB,2)
:: NEXT BB
900 NEXT NGC
910 TURNO=TURNO+1
920 FOR BB=1 TO TGC :: IF A(BB,11)=1 THEN 950 ELSE B(BB,1)=B(BB,1)+B(BB,1)*(1/20
0):: B(BB,2)=B(BB,2)+B(BB,2)*(1/150)
930 TTZ=0 :: FOR C3=1 TO 8 :: TTZ=TTZ+A(BB,C3)*C(C3,2):: NEXT C3
940 IF A(BB,9)+B(BB,1)<B(BB,2)THEN 970 ELSE IF A(BB,9)+B(BB,1)+TTZ-B(BB,2)>20000
 THEN 980
950 NEXT BB
960 GOTO 670
970 A(BB,11)=1 :: DISPLAY AT(11,14):NOM$(BB);" FUORI" :: CALL DELSPRITE(£BB,£BB+
4):: GOTO 950
```

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980 DISPLAY AT(11,14):"VINCE ";NOM$(BB):: DISPLAY AT(12,14):USING "CON $£££££":
A(BB,9)+B(BB,1)+TTZ-B(BB,2):: FOR TMM=1 TO 5000 :: NEXT TMM :: END
990 !
1000 ! BANCA
1010 !
1020 CALL TCHAR(10,15,32,9,18)
1030 DISPLAY AT(11,15):"BANCA:SCELTA ?" :: DISPLAY AT(12,15):"SITUAZIONE >1" ::
DISPLAY AT(13,15):"DEPOSITO   >2" :: DISPLAY AT(14,15):"PRELIEVO   >3"
1040 DISPLAY AT(15,15):"FINANZIAM. >4" :: DISPLAY AT(16,15):"PASSI      >5"
1050 ACCEPT AT(16,28)VALIDATE("12345")SIZE(1):SC :: CALL TCHAR(10,15,32,9,18)::
ON SC GOTO 1060,1090,1120,1150,840
1060 DISPLAY AT(14,15):"SITUAZIONE" :: DISPLAY AT(16,15):USING "CAP.DEP. $££££":
B(NGC,1)
1070 DISPLAY AT(17,15):USING "PRESTITO $££££":B(NGC,2):: IF B(NGC,1)>=B(NGC,2)TH
EN DISPLAY AT(18,16):"IN ATTIVO" ELSE DISPLAY AT(18,16):"IN PASSIVO"
1080 CALL KEY(0,K,S):: IF S=0 THEN 1080 ELSE CALL TCHAR(10,15,32,9,18):: GOTO 10
00
1090 DISPLAY AT(14,15):"QUANTO VUOI" :: DISPLAY AT(15,15):"DEPOSITARE?" :: ACCEP
T AT(16,22):DEP
1100 IF DEP>A(NGC,9)THEN DEP=A(NGC,9)
1110 B(NGC,1)=B(NGC,1)+DEP :: A(NGC,9)=A(NGC,9)-DEP :: GOTO 1000
1120 DISPLAY AT(14,15):"HAI IN BANCA" :: DISPLAY AT(15,15):USING "$ ££££":B(NGC,
1):: DISPLAY AT(16,15):"PRELEVI?" :: ACCEPT AT(16,22)SIZE(4)VALIDATE(DIGIT):PRL
1130 IF PRL>B(NGC,1)THEN PRL=B(NGC,1)
1140 B(NGC,1)=B(NGC,1)-PRL :: A(NGC,9)=A(NGC,9)+PRL :: GOTO 1000
1150 DISPLAY AT(14,15):"QUANTO TI" :: DISPLAY AT(15,15):"SERVE?MAX 2000" :: ACCE
PT AT(16,22)SIZE(4)VALIDATE(DIGIT):FIN
1160 IF Z=1 OR RND<.3 OR FIN>2000 OR A(NGC,9)<FIN OR B(NGC,2)>4000 THEN 1190
1170 DISPLAY AT(18,15):"PRESTITO" :: DISPLAY AT(19,15):"ACCORDATO" :: CALL DELAY
(500)
1180 Z=1 :: B(NGC,2)=B(NGC,2)+FIN :: A(NGC,9)=A(NGC,9)+FIN :: GOTO 1000
1190 Z=1 :: DISPLAY AT(18,15):"PRESTITO NON" :: DISPLAY AT(19,15):"ACCORDATO" ::
 CALL DELAY(500):: GOTO 1000
1200 !
1210 ! BORSA
1220 !
1230 RI=14 :: CALL TCHAR(10,15,32,9,18)
1240 DISPLAY AT(11,15):"BORSA: SCELTA?" :: DISPLAY AT(12,15):"ACQUISTO >1" :: DI
SPLAY AT(13,15):"VENDITA  >2" :: DISPLAY AT(14,15):"PASSI    >3"
1250 ACCEPT AT(16,28)VALIDATE("123")SIZE(1):SC :: ON SC GOTO 1260,1330,1390
1260 CALL TCHAR(10,15,32,9,18):: DISPLAY AT(11,15):"QUALI AZIONI" :: DISPLAY AT(
12,15):"VUOI ACQUIST.?"
1270 DISPLAY AT(13,15):"AZ.  NUM.  SP."
1280 ACCEPT AT(RI,16)VALIDATE("012345678")SIZE(1):SAZ :: IF SAZ=0 THEN 1210
1290 DISPLAY AT(RI,23):"(";STR$(C(SAZ,1));")" :: ACCEPT AT(RI,20)VALIDATE(DIGIT)
SIZE(3):NAZ :: IF NAZ>C(SAZ,1)THEN NAZ=C(SAZ,1)
1300 IF NAZ*C(SAZ,2)>A(NGC,9)THEN NAZ=INT(A(NGC,9)/C(SAZ,2))
1310 SPS=NAZ*C(SAZ,2):: A(NGC,9)=A(NGC,9)-SPS :: A(NGC,SAZ)=A(NGC,SAZ)+NAZ :: CC
(SAZ)=C(SAZ,2)+C(SAZ,3)*NAZ :: C(SAZ,1)=C(SAZ,1)-NAZ
1320 DISPLAY AT(RI,20):USING "£££ $££££":NAZ,SPS :: RI=RI+1 :: IF RI>17 THEN 121
0 ELSE 1280
1330 CALL TCHAR(10,15,32,9,18):: RI=14 :: DISPLAY AT(11,15):"QUALI AZIONI" :: DI
SPLAY AT(12,15):"VUOI VENDERE?" :: DISPLAY AT(13,15):"AZ.  NUM. RIC."
1340 ACCEPT AT(RI,16)VALIDATE("012345678")SIZE(1):SAV :: IF SAV=0 THEN 1390
1350 IF A(NGC,SAV)=0 THEN 1340
1360 DISPLAY AT(RI,23):"(";STR$(A(NGC,SAV));")" :: ACCEPT AT(RI,20)VALIDATE(DIGI
T)SIZE(3):NAV :: IF NAV>A(NGC,SAV)THEN NAV=A(NGC,SAV)
1370 RIC=NAV*C(SAV,2):: DISPLAY AT(RI,20):USING "£££ $££££":NAV,RIC :: A(NGC,9)=
A(NGC,9)+RIC :: RI=RI+1 :: C(SAV,1)=C(SAV,1)+NAV :: CC(SAV)=C(SAV,2)-NAV*C(SAV,3
)
1380 A(NGC,SAV)=A(NGC,SAV)-NAV :: IF A(NGC,SAV)=0 THEN D(NGC,SAV)=0 :: GOTO 1340
 ELSE IF RI>17 THEN 1210 ELSE 1340
1390 FOR BB=1 TO 8 :: C(BB,2)=CC(BB):: NEXT BB :: GOTO 840
1400 !
```

```
1410 ! TELEX
1420 !
1430 CALL TCHAR(10,15,32,9,18)
1440 DISPLAY AT(11,15):"TELEX" :: DISPLAY AT(12,15):"BANCA  $200 >1" :: DISPLAY
AT(13,15):"BORSA  $200 >2" :: DISPLAY AT(14,15):"PASSI        >3"
1450 ACCEPT AT(16,28)VALIDATE("123")SIZE(1):SC :: IF SC=1 OR SC=2 THEN A(NGC,9)=
A(NGC,9)-200
1460 ON SC GOTO 1000,1210,840
1470 !
1480 ! TASSE
1490 !
1500 CALL TCHAR(10,15,32,9,18)
1510 CAP=0 :: DISPLAY AT(11,14):"TASSE"
1520 FOR AA=1 TO 8 :: CAP=CAP+A(NGC,AA)*C(AA,2):: NEXT AA
1530 FOR AA=1 TO 6 :: IF E(AA,1)=NGC THEN CAP=CAP+E(AA,2)
1540 NEXT AA
1550 CAP=CAP+A(NGC,9)
1560 DISPLAY AT(12,14):"IL TUO CAPITALE" :: DISPLAY AT(13,14):USING "E' DI $£££
£":CAP
1570 TS=CAP*TAX/100 :: DISPLAY AT(15,15):USING "TASSE $££££":TS :: A(NGC,9)=A(NG
C,9)-TS
1580 CALL DELAY(500):: GOTO 840
1590 !
1600 ! CONGIUNTURA
1610 !
1620 CALL TCHAR(10,15,32,9,18)
1630 FOR AA=1 TO 8 :: C(AA,2)=C(AA,2)+INT(C(AA,2)*(RND*25-50)/100):: NEXT AA
1640 TAX=TAX+INT(RND*3-1):: DIV=DIV+INT(RND*3-1):: IF DIV<0 THEN DIV=0 ELSE IF D
IV>12 THEN DIV=12
1650 DISPLAY AT(11,15):"CONGIUNTURA" :: DISPLAY AT(13,15):"DIV % ";DIV :: DISPLA
Y AT(14,15):"TAX % ";TAX
1660 CALL DELAY(500):: GOTO 840
1670 !
1680 ! PAGAMENTO DEBITI
1690 !
1700 CALL TCHAR(10,15,32,9,18)
1710 DISPLAY AT(11,14):"PAGAM. DEBITI" :: IF B(NGC,2)=0 THEN 1750
1720 DISPLAY AT(12,14):"HAI UN DEBITO" :: DISPLAY AT(13,14):"CON LA BANCA" :: DI
SPLAY AT(14,14):USING "DI $££££":B(NGC,2)
1730 A(NGC,9)=A(NGC,9)-B(NGC,2):: B(NGC,2)=0 :: IF A(NGC,9)<0 THEN B(NGC,2)=ABS(
A(NGC,9)):: DISPLAY AT(15,14):"DEVI PAGARE" :: DISPLAY AT(16,14):USING "ANCORA $
££££":B(NGC,2)
1740 GOTO 840
1750 DISPLAY AT(11,14):"NON HAI DEBITI" :: DISPLAY AT(12,14):"CON LA BANCA"
1760 CALL DELAY(500):: GOTO 840
1770 !
1780 ! DIVIDENDI
1790 !
1800 SOMMA=0 :: CALL TCHAR(10,15,32,9,18)
1810 DISPLAY AT(12,14):"I DIVIDENDI" :: DISPLAY AT(13,14):"DELLE AZIONI" :: DISP
LAY AT(14,14):"AMMONTANO A"
1820 FOR AA=1 TO 8 :: IF D(NGC,AA)=0 THEN 1840
1830 PER=TURNO-D(NGC,AA):: ZZ=C(AA,2)*(DIV/3000)*PER :: TOTL=TOTL+ZZ*(A(NGC,AA))
:: D(NGC,AA)=TURNO
1840 NEXT AA
1850 DISPLAY AT(16,15):"$ ";SOMMA :: A(NGC,9)=A(NGC,9)+SOMMA :: CALL DELAY(500):
: GOTO 840
1860 !
1870 ! EDILIZIA
1880 !
1890 CALL TCHAR(10,15,32,9,18)
1900 FOR AA=1 TO 6 :: IF A(NGC,10)=E(AA,4)THEN 1920
1910 NEXT AA
1920 IF E(AA,1)=NGC THEN 1990
```

```
1930 IF E(AA,1)<>0 THEN DISPLAY AT(11,14):"DEVI PAGARE" :: PGM=E(AA,2)/20*E(AA,3
):: DISPLAY AT(12,14):"$";PGM
1940 IF E(AA,1)<>0 THEN A(NGC,9)=A(NGC,9)-PGM :: A(E(AA,1),9)=A(E(AA,1),9)+PGM :
: DISPLAY AT(13,14):"A ";NOM$(E(AA,1)):: CALL DELAY(500):: GOTO 840
1950 IF E(AA,3)=0 THEN DISPLAY AT(11,14):"VUOI COMPRARE" :: DISPLAY AT(12,14):"$
";E(AA,2);"(S/N)" :: ACCEPT AT(16,28)VALIDATE("SN")SIZE(1):R$
1960 IF R$="N" THEN 840 ELSE A(NGC,9)=A(NGC,9)-E(AA,2):: E(AA,1)=NGC :: E(AA,3)=
1 :: DISPLAY AT(XX,YY-1)SIZE(1):CHR$(127)
1970 IF R$<>"N" THEN CALL SPRITE(£SP,122,COL(NGC),8*XX-7,8*YY+1):: SP=SP+1
1980 GOTO 840
1990 IF E(AA,1)=NGC AND E(AA,3)=4 THEN 840
2000 IF E(AA,1)=NGC THEN DISPLAY AT(10,14):"VUOI SALIRE" :: DISPLAY AT(11,14):"D
I CATEGORIA?" :: DISPLAY AT(13,14):"<L> <G> <N>"
2010 ACCEPT AT(16,28)VALIDATE("LGN")SIZE(1):SC$ :: IF SC$="N" THEN 840 ELSE IF S
C$="L" AND E(AA,3)<>2 THEN 2030 ELSE IF SC$="G" AND E(AA,3)<>3 THEN 2040
2020 GOTO 2010
2030 E(AA,3)=E(AA,3)+1 :: A(NGC,9)=A(NGC,9)-500 :: GOTO 840
2040 E(AA,3)=E(AA,3)+2 :: A(NGC,9)=A(NGC,9)-500 :: GOTO 840
2050 !
2060 ! ELETTRICITA' ACQUE
2070 !
2080 CALL TCHAR(10,15,32,9,18)
2090 IF LC=0 THEN DISPLAY AT(11,14):"VUOI COMPRARE?" :: DISPLAY AT(12,14):"$1000
  (S/N)" :: ACCEPT AT(16,28)VALIDATE("SN")SIZE(1):R$ :: GOTO 2120
2100 DISPLAY AT(11,14):"DEVI PAGARE" :: DISPLAY AT(12,14):"$300 A ";NOM$(LC):: A
(NGC,9)=A(NGC,9)-300 :: A(LC,9)=A(LC,9)+300
2110 CALL DELAY(500):: GOTO 840
2120 IF R$="N" THEN 840 ELSE A(NGC,9)=A(NGC,9)-1000 :: LC=NGC :: DISPLAY AT(XX,Y
Y-1)SIZE(1):CHR$(127)
2130 IF R$<>"N" THEN CALL SPRITE(£SP,122,COL(NGC),8*XX-7,8*YY+1):: SP=SP+1 :: GO
TO 840
2140 !
2150 ! GAS
2160 !
2170 CALL TCHAR(10,15,32,9,18)
2180 IF GC=0 THEN DISPLAY AT(11,14):"VUOI COMPRARE?" :: DISPLAY AT(12,14):"$1500
  (S/N)" :: ACCEPT AT(16,28)VALIDATE("SN")SIZE(1):R$ :: GOTO 2210
2190 DISPLAY AT(11,14):"DEVI PAGARE" :: DISPLAY AT(12,14):"$450 A ";NOM$(GC):: A
(NGC,9)=A(NGC,9)-450 :: A(GC,9)=A(GC,9)+450
2200 CALL DELAY(500)
2210 IF R$="N" THEN 840 ELSE A(NGC,9)=A(NGC,9)-1500 :: GC=NGC :: DISPLAY AT(XX,Y
Y-1)SIZE(1):CHR$(127)
2220 IF R$<>"N" THEN CALL SPRITE(£SP,122,COL(NGC),8*XX-7,8*YY+1):: SP=SP+1 :: GO
TO 840
2230 !
2240 ! SUB & DATA
2250 !
2260 DATA gdbdbdbdbdbd,c'h'h'h'h'h',ftayasapasar,c'        c',c'        c',fq
     fx,c'        c',c'        c',fp        fs
2270 DATA c'        c',c'        c',fs        fp,c'        c',c'        c',fx
     fy,c'bdbdgbgbc',c'h'h'chchc',fvasawfxfsfu
2280 DATA 16,3,5,9
2290 DATA AUSONIA,110,50,0.195,FIRS,125,42,0.3,MARELLI,110,54,0.25,BASTOGI,16,35
0,0.015
2300 DATA GEMINA,51,105,0.12,S.M.E.,58,90,0.12,SAFFA,70,75,0.16,ILLSA,60,90,0.13
2310 DATA 700,2,800,6,750,9,450,12,500,17,600,19
2320 SUB TCHAR(X,Y,CAR,H,L)
2330 FOR ALT=X TO H+X :: CALL HCHAR(ALT,Y,CAR,L):: NEXT ALT
2340 SUBEND
2350 SUB DELAY(X)
2360 FOR TIME=1 TO X :: NEXT TIME
2370 SUBEND
2380 END
```

CAVE ADVENTUR

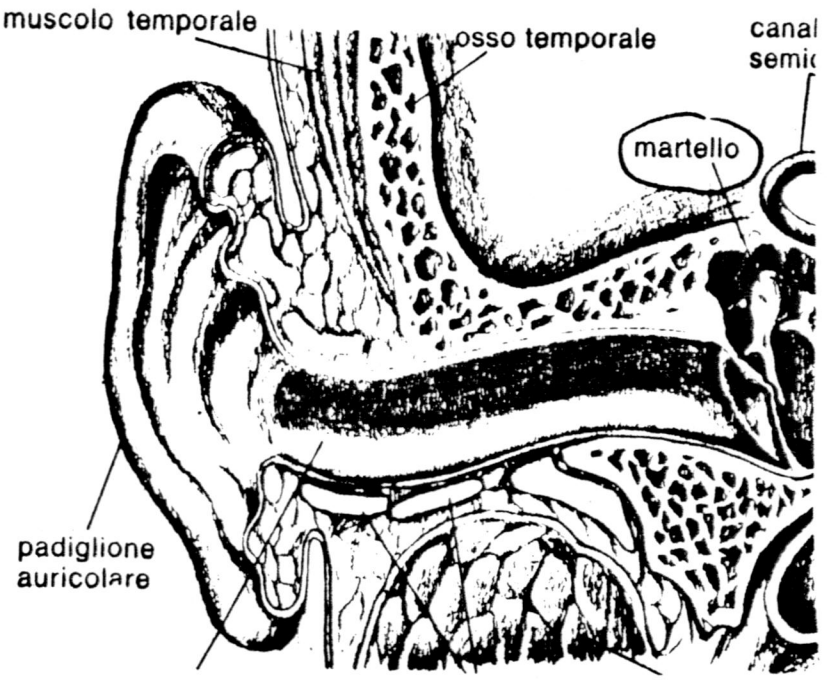
```
100 OPTION BASE 1
110 DIM A$(4,4),B$(4,4),C$(4,4),D$(17),E$(12),F$(3)
120 CALL CLEAR
130 CALL SCREEN(15)
140 PRINT "HO UCCISO LA MIA FAMIGLIA,PER ESPIARE TALI COLPE DEVO COMPIERE 12 AZI
ONI IN UN ORDINE ESATTO":::
150 PRINT "HO PERSO ANCHE LA MEMORIA , NON SO CHI SONO E COSA E COSA DEVO FARE A
IUTAMI.":::
160 PRINT "LA DIREZIONE E' DATA DALLE INIZIALI DEI PUNTI CARDINALI":::
170 PRINT " [AIUTO] SERVE A RICHIAMRE LE COMANDI CHE POSSIAMO IMPARTIRE ":::
180 INPUT "PER INIZIARE PREMI enter ":QQ$
190 FOR Y=1 TO 4
200 FOR X=1 TO 4
210 READ A$(Y,X),B$(Y,X),C$(Y,X)
220 NEXT X
230 NEXT Y
240 R=3
250 DATA "IN UNA FORESTA","IL CINGHIALE","I TRONCHI","IN UNA CAVERNA BUIA","","L
A RETE"
260 DATA "IN UNA GROTTA","L'IDRA(MOSTRO A + TESTE)","ARCO E FRECCIE","A CRETA","
IL MINOTAURO(TORO MATTO)"
270 DATA "LA CORDA","NEL GIARDINO DELLE ESPERADI","I POMI AURI","LO SCUDO"
280 DATA "NEL PRATO A EST C'E'LA PALUDE SOPRA ESSA GLI UCCELLI CARNIVORI","","LA
 SPADA","NELLA PALUDE","",""
290 DATA "SULLA SPIAGGIA","IL SATIRO","LE CHIAVI","SULLA SPIAGGIA","","","NELLA
SAVANA","IL LEONE"
300 DATA "LA TORCIA"
310 DATA "NELL'IMMENSA DISTESA","IL CERVO","LA LANCIA","ALLE PORTE DELL'INFERNO
OLTRE CUI C'E' IL CANE"
320 DATA "IL CANE A TRE TESTE","","NEL REGNO DELLE AMAZZONI","LA REGINA IPPOLITA
","LA CINTURA","IN UN PASCOLO"
330 DATA "LE PECORE","LA LANA","ACCANTO AL FIUME","LO SPORCO DELLE STALLE","LA S
ELLA"
340 DATA "NEL REGNO DEI BISTONI","I CAVALLI ANTROPOFAGI","L'ANELLO"
350 DATA "RUBA","DEVIA","CATTURA","COLPISCI","BRUCIA","AIUTO","DOMA","UCCIDI","P
RENDI","POSA","LISTA","VAI"
360 DATA "ENTRA","APRI","RINUNCIA","RITORNA","STROZZA"
370 DATA "IL LEONE","L'IDRA(MOSTRO A + TESTE)","IL CERVO","IL CINGHIALE","GLI UC
CELLI CARNIVORI"
380 DATA "LO SPORCO DELLE STALLE","IL MINOTAURO(TORO MATTO)","I CAVALLI ANTROPOF
AGI","LA REGINA IPPOLITA"
390 DATA "LE PECORE","I POMI AURI","IL CANE A TRE TESTE"
400 RESTORE 350
410 FOR I=1 TO 17
420 READ D$(I)
430 NEXT I
440 RESTORE 370
450 FOR I=1 TO 12
460 READ E$(I)
470 NEXT I
480 X=2
490 G=0
500 N=1
510 U=0
520 Y=2
530 REM ********************
540 IF A$(Y,X)="NELLA PALUDE" THEN 2990
550 IF N=13 THEN 3340
560 CALL CLEAR
570 PRINT "SEI "&A$(Y,X)::
580 PRINT "DEVI AFFRONTARE "&B$(Y,X)::
590 PRINT "DI INTERESSANTE VEDO "&C$(Y,X)::
600 INPUT "CHE AZIONE COMPIO ":U$
610 IF U$<>"RITORNA" THEN 650
620 U=U+1
630 IF U=2 THEN 3430
640 GOTO 660
650 U=0
660 FOR I=1 TO 17
670 IF U$=D$(I)THEN 720
680 NEXT I
690 PRINT :::"NON CONOSCO "&U$
700 GOSUB 2770
710 GOTO 530
720 ON I GOTO 730,790,890,1040,1150,1340,1410,1510,1620,1780,1930,1980,2090,2150
,2320,2350,2520
730 IF B$(Y,X)="I POMI AURI" THEN 780
740 IF B$(Y,X)="LE PECORE" THEN 780
750 GOSUB 2930
760 GOSUB 2770
770 GOTO 530
780 GOTO 2570
790 IF B$(Y,X)="LO SPORCO DELLE STALLE" THEN 830
800 GOSUB 2930
810 GOSUB 2770
820 GOTO 530
830 FOR K=1 TO 3
840 IF F$(K)="I TRONCHI" THEN 2570
850 NEXT K
860 GOSUB 2950
870 GOSUB 2770
880 GOTO 530
890 IF B$(Y,X)="IL CINGHIALE" THEN 970
900 IF B$(Y,X)="IL CANE A TRE TESTE" THEN 970
910 IF B$(Y,X)="IL SATIRO" THEN 3390
920 IF B$(Y,X)="IL MINOTAURO(TORO MATTO)" THEN 3470
930 IF B$(Y,X)="IL CERVO" THEN 970
940 GOSUB 2930
950 GOSUB 2770
960 GOTO 530
970 FOR K=1 TO 3
980 IF F$(K)="LA RETE" THEN 2570
```

```
990 IF F$(K)="LA CORDA" THEN 2570
1000 NEXT K
1010 PRINT "NON HO NULLA PER CATTURARLO E PERCIO PERISCO"
1020 GOTO 3010
1030 GOSUB 2970
1040 IF SEG$(A$(Y,X),1,9)="NEL PRATO" THEN 1090
1050 IF B$(Y,X)="IL SATIRO" THEN 3390
1060 GOSUB 2930
1070 GOSUB 2770
1080 GOTO 530
1090 FOR K=1 TO 3
1100 IF F$(K)="ARCO E FRECCIE" THEN 2660
1110 NEXT K
1120 GOSUB 2950
1130 GOSUB 2770
1140 GOTO 530
1150 IF B$(Y,X)="L'IDRA(MOSTRO A + TESTE)" THEN 1200
1160 GOSUB 2930
1170 GOSUB 2770
1180 GOTO 530
1190 REM
1200 FOR K=1 TO 3
1210 IF F$(K)="LA TORCIA" THEN 1260
1220 NEXT K
1230 GOSUB 2950
1240 GOSUB 2770
1250 GOTO 530
1260 PRINT "OK COSA GLI BRUCIO?"
1270 FOR K=1 TO 2
1280 INPUT T$
1290 IF T$="LE TESTE" THEN 2570
1300 NEXT K
1310 PRINT "L'IDRA TI HA UCCISO"
1320 GOSUB 2770
1330 GOTO 3010
1340 FOR K=1 TO 17
1350 PRINT D$(K),
1360 NEXT K
1370 GOSUB 2770
1380 GOSUB 2770
1390 GOSUB 2770
1400 GOTO 530
1410 IF A$(Y,X)="NEL REGNO DEI BISTONI" THEN 1450
1420 GOSUB 2930
1430 GOSUB 2770
1440 GOTO 530
1450 FOR K=1 TO 3
1460 IF F$(K)="LA SELLA" THEN 2570
1470 NEXT K
1480 GOSUB 2950
1490 PRINT :::"I CAVALLI MI HANNO DISARCIONATO":::
1500 GOTO 3010
1510 REM
1520 IF B$(Y,X)="IL SATIRO" THEN 3390
1530 IF B$(Y,X)="LA REGINA IPPOLITA" THEN 1560
1540 GOTO 3450
1550 REM
1560 FOR K=1 TO 3
1570 IF F$(K)="LA SPADA" THEN 2570
1580 NEXT K
1590 GOSUB 2950
1600 PRINT :::"PERCIO MI UCCIDE"
1610 GOTO 3010
1620 REM  ******************
1630 IF B$(Y,X)="IL SATIRO" THEN 1670
1640 IF B$(Y,X)="" THEN 1670
1650 PRINT :::"MENTRE PRENDEVO ";C$(Y,X);"NON HO AFFRONTATO ";B$(Y,X);"QUESTO ER
RORE MI E'COSTATO  LA VITA"
1660 GOTO 3020
1670 FOR K=1 TO 3
1680 IF F$(K)="" THEN 1730
1690 NEXT K
1700 PRINT :::"HO TROPPI OGGETTI CON ME NON RIESCO A PORTARNE ALTRI"
1710 GOSUB 2770
1720 GOTO 530
1730 F$(K)=C$(Y,X)
1740 C$(Y,X)=""
1750 PRINT :::"HO RACCOLTO ";F$(K)
1760 GOSUB 2770
1770 GOTO 530
1780 IF C$(Y,X)="" THEN 1820
1790 PRINT :::"NON POSARE NIENTE PERCHE NON C'E' POSTO"
1800 GOSUB 2770
1810 GOTO 530
1820 PRINT :::"COSA POSO":::
1830 INPUT HH$
1840 FOR K=1 TO 3
1850 IF F$(K)=HH$ THEN 1900
1860 NEXT K
1870 GOSUB 2930
1880 GOSUB 2770
1890 GOTO 1820
1900 C$(Y,X)=F$(K)
1910 F$(K)=""
1920 GOTO 530
1930 FOR K=1 TO 3
1940 PRINT "HO CON ME ";F$(K)
1950 NEXT K
1960 GOSUB 2770
1970 GOTO 530
1980 IF B$(Y,X)="" THEN 2020
1990 PRINT "DOVEVI PRIMA AFFRONTARE ";B$(Y,X)
2000 GOSUB 2770
2010 GOTO 3010
2020 PRINT :::"DAMMI LA DIREZIONE"::
2030 CALL KEY(0,V,S)
2040 IF S=0 THEN 2030
2050 IF V=78 THEN 3140
2060 IF V=83 THEN 3190
2070 IF V=79 THEN 3240
2080 IF V=69 THEN 3290 ELSE 2030
2090 IF B$(Y,X)="IL CANE A TRE TESTE" THEN 2120
2100 GOSUB 2930
2110 GOSUB 2770
2120 PRINT :::"LA PORTA E' CHIUSA"
2130 GOSUB 2770
2140 GOTO 530
2150 IF B$(Y,X)="IL CANE A TRE TESTE" THEN 2180
2160 GOSUB 2930
2170 GOSUB 2770
2180 FOR K=1 TO 3
2190 IF F$(K)="LE CHIAVI" THEN 2240
2200 NEXT K
2210 GOSUB 2950
2220 GOSUB 2770
2230 GOTO 530
2240 PRINT "ORA CHE HO APERTO CHE FACCIO"
2250 INPUT HH$
2260 IF HH$="ENTRA" THEN 2300
2270 GOSUB 2950
```

```
2900 R=R-1
2910 IF R=0 THEN 3010
2920 GOSUB 2770
2930 PRINT :::"NON DIRE CAZZATE"
2940 RETURN
2950 PRINT :::"NON HO NULLA DI UTILE PER FAR CIO"
2960 RETURN
2970 PRINT :::"PERCIO ";B$(Y,X);" UCCIDE"
2980 GOSUB 2770
2990 PRINT :::"SEI FINITO NELLA PALUDE E STAI SPROFONDANO LENTAMENTE"
3000 GOSUB 2770
3010 REM
3020 PRINT :::"LE TUE ISTRUZIONI DA IDIOTA MI HANNNO PORTATO ALLA MORTE"::::::
3030 PRINT "PER TENTARE ANCORA PREMI [1] "
3040 CALL KEY(0,T,TT)
3050 IF TT=0 THEN 3040
3060 IF T=49 THEN 3080
3070 END
3080 RESTORE 250
3090 FOR K=1 TO 3
3100 F$(K)=""
3110 NEXT K
3120 R=0
3130 GOTO 190
3140 Y=Y-1
3150 IF Y<>0 THEN 3180
3160 GOSUB 2880
3170 Y=Y+1
3180 GOTO 530
3190 Y=Y+1
3200 IF Y<>5 THEN 3230
3210 GOSUB 2880
3220 Y=Y-1
3230 GOTO 530
3240 X=X-1
3250 IF X<>0 THEN 3280
3260 GOSUB 2880
3270 X=X+1
3280 GOTO 530
3290 X=X+1
3300 IF X<>5 THEN 3330
3310 GOSUB 2880
3320 X=X-1
3330 GOTO 530
3340 CALL CLEAR
3350 PRINT "C'E' L'HAI FATTA":::::
3360 Z$=CHR$(69)&CHR$(82)&CHR$(67)&CHR$(79)&CHR$(76)&CHR$(69)
3370 PRINT "IL MIO NOME E' ";Z$
3380 END
3390 PRINT :::"IL SATIRO E' UN'AVVERSARIO ASSAI DIFFICILE DA AFFRONTARE "
3400 GOTO 3020
3410 PRINT :::"MI HAI FATTO FARE LA FIGURA DEL VIGLIACCO, MENTRE IO NON LO SONO
ADDIO"
3420 GOTO 3020
3430 PRINT :::"ERA STATO AVVISATO"
3440 GOTO 3020
3450 PRINT :::"NEL FAR CIO HO PERSO LA VITA "
3460 GOTO 3010
3470 FOR K=1 TO 3
3480 IF F$(K)="LA RETE" THEN 3510
3490 NEXT K
3500 GOTO 1010
3510 F$(K)=""
3520 GOTO 2570
```

```
2280 GOSUB 2770
2290 GOTO 530
2300 PRINT :::"SONO ENTRATO"::
2310 GOTO 580
2320 PRINT :::"PERCHE L'HAI FATTO DOVEVI INSISTERE"::
2330 GOSUB 2770
2340 GOTO 3030
2350 IF G=5 THEN 3410
2360 PRINT :::"ATTENZIONE NON USARE 2 VOLTE DI SEGUITO QUESTA SCAPPATTOIA, ANCHE
 ABUSARNE TROPPO E' FATALE"
2370 GOSUB 2770
2380 GOSUB 2770
2390 G=G+1
2400 IF V=78 THEN 2440
2410 IF V=83 THEN 2460
2420 IF V=79 THEN 2480
2430 IF V=69 THEN 2500
2440 Y=Y+1
2450 GOTO 530
2460 Y=Y-1
2470 GOTO 530
2480 X=X+1
2490 GOTO 530
2500 X=X-1
2510 GOTO 530
2520 IF B$(Y,X)="IL SATIRO" THEN 3010
2530 IF B$(Y,X)="IL LEONE" THEN 2570
2540 GOSUB 2930
2550 GOSUB 2770
2560 GOTO 530
2570 GOSUB 2860
2580 GOSUB 2770
2590 IF B$(Y,X)=E$(N)THEN 2630
2600 GOSUB 2800
2610 GOSUB 2770
2620 GOTO 3010
2630 GOSUB 2820
2640 GOSUB 2770
2650 GOTO 530
2660 GOSUB 2860
2670 GOSUB 2770
2680 IF E$(N)="GLI UCCELLI CARNIVORI" THEN 2720
2690 GOSUB 2800
2700 GOSUB 2770
2710 GOTO 3010
2720 GOSUB 2820
2730 PRINT " HAI ELIMINATO GLI UCCELLI CARNIVORI"
2740 GOSUB 2770
2750 A$(2,2)="NEL PRATO"
2760 GOTO 530
2770 FOR K=1 TO 1000
2780 NEXT K
2790 RETURN
2800 PRINT "QUESTA AZIONE VA ESEGUITA DOPO AHAHAHHHHH"::
2810 RETURN
2820 PRINT "OTTIMO TI MANCANO N. AZIONI ";12-N
2830 B$(Y,X)=""
2840 N=N+1
2850 RETURN
2860 PRINT "HO ESEGUITO IL TUO COMANDO  SU "&B$(Y,X)::
2870 RETURN
2880 PRINT "LA TERRA E' PIATTA E IN QUESTA DIREZIONE NON SI PUO ANDARE SE NO CAD
I SOTTO":::
2890 PRINT "ATTENZIONE HO ANCORA ";R-1;" POSSIBILITA DOPODICHE CADO SOTTO":::
```

```
1 REM  FRANCOMPUTER CLUB VICENZA
2 REM
3 REM  TEST DELL'UDIBILITA' UMANA
4 REM  downloaded from www.ti99iuc.it
5 CALL CLEAR
10 FOR TY=1 TO 8
15 CALL COLOR(TY,16,2)
20 NEXT TY
25 CALL SCREEN(2)
30 PRINT TAB(8);"FREQUENZA TEST"
35 PRINT ::::::
40 PRINT "OGNUNO DI NOI E'ABILITATO":"AD  ASCOLTARE  DEI  SUONI":"CON FREQUENZE
DIVERSE"
45 PRINT :::"FAI ANCHE TU LA PROVA":"----------------------------":"SCEGLI  IL
TUO  NUMERO":"E  RICORDALO  "
50 PRINT ::"QUALI NOTA VUOI (1/100?)"
55 INPUT "NUMERO ?? ":J
60 IF J<=100 THEN 75
65 PRINT "***MAX IS 100***"
70 GOTO 50
75 W=104
80 RANDOMIZE
85 P=0
90 R=1600
95 CALL CHAR(96,"00070E08083838")
100 CALL CHAR(97,"003F3F2121E7E7")
105 Q=3
110 K=2^(1/12)
115 CALL CLEAR
120 FOR I=1 TO J
125 Z=INT(15*RND)+2
130 Z=INT(13*RND)+3
135 FOR G=0 TO 1
140 X=INT(24*RND)+1
145 Y=INT(32*RND)+1
150 CALL COLOR(9,Z,2)
155 N=INT(W*K^I)
160 CALL HCHAR(X,Y,96+G)
165 NEXT G
170 P=P+1
175 NT$=STR$(P)
180 FOR JJ=1 TO LEN(NT$)
185 CALL HCHAR(12,15+JJ,ASC(SEG$(NT$,JJ,1)))
190 NEXT JJ
195 CALL SOUND(R,N,0)
200 NEXT I
205 INPUT "QUALE NUMERO NON AVETE UDITO??":H
210 F=INT(W*K^H)
215 PRINT "LA VOSTRA FREQUENZA E' LA:";F
220 PRINT "ANCORA?(Y/N)"
225 CALL KEY(0,K,S)
230 IF S=0 THEN 225
235 IF K=89 THEN 50
240 END
```



```
100 REM ********************        *                    *        *     SDESY II
   *        *                    *
110 REM                                                                FRANCOMPUTERC
LUB
120 CALL CLEAR
130 CALL CHAR(33,"18183C3C7E7EFFFF")
140 CALL SCREEN(16)
150 CALL COLOR(1,5,16)
160 DATA 8,4,4,10,4,4,13,4,4,8,9,2,13,9,2,8,13,4,10,13,3,13,13,4,8,18,4,10,18,4,
13,18,4
170 DATA 10,23,3,8,27,5,13,27,5
180 FOR T=1 TO 14
190 READ R,C,N
200 CALL HCHAR(R,C,33,N)
210 NEXT T
220 DATA 8,4,3,10,7,4,8,9,6,9,11,4,8,13,6,8,18,3,10,21,4,8,23,3,8,25,3,10,24,4,8
,28,6,8,30,6
230 FOR T=1 TO 12
240 READ R,C,N
250 CALL VCHAR(R,C,33,N)
260 NEXT T
270 FOR T=1 TO 16
280 CALL COLOR(1,T,16)
290 CALL SOUND(100,10+T*100,0,-3,2,2000,0)
300 NEXT T
310 CALL COLOR(1,9,16)
320 PRINT "   press any key to begin "
330 CALL KEY(0,K,S)
340 IF S=0 THEN 330
350 CALL CLEAR
360 CALL SCREEN(16)
370 PRINT "BATTI :"::::"1 per iniziare a disegnare":::"2 per leggere le istruzio
ni":::::::::::
380 CALL KEY(0,K,S)
390 IF S=0 THEN 380
400 IF K=49 THEN 560
410 CALL CLEAR
420 CALL SCREEN(12)
430 CALL COLOR(1,12,1)
440 PRINT "PREMI :"::"I tasti con le freccie per":"muversi nella direzione da":"
loro indicate "::"I soliti tasti ";
450 PRINT "premendo CTRL":"per scancellare"::"il tasto "":"" per scancellare":"i
l video"::
460 PRINT "batti un tasto"
470 CALL KEY(0,K,S)
480 IF S=0 THEN 470
490 PRINT "per selezionare i ";
500 PRINT "colori:":::"per i colori con i codici":"da 1 a 9 battere i ":"rispett
ivi tasti;":"0 per il colore 10"
510 PRINT :"per i numeri di due cifre":"premere SHIFT e il numero":"della second
a cifra":"(es. per il colore 14"
520 PRINT "premi SHIFT e il numero 4)"::
530 PRINT "per selezionare il carat-":"tere premere il tasto Y"
540 CALL KEY(0,KEY,STATUS)
550 IF STATUS=0 THEN 540
560 REM    ************
570 REM    *          *
580 REM    * SDESY II *
590 REM    *          *
600 REM    ************
610 REM
620 CALL CLEAR
```

```
630 INPUT "Sfondo (cod.Colore)?
                    ":SF
640 CALL SCREEN(SF)
650 CALL HCHAR(1,1,31,768)
660 PRINT "ASPETTA, PREGO"::::::::::::
670 FOR C=33 TO 153 STEP 8
680 CALL CHAR(C,"FFFFFFFFFFFFFFFF")
690 CALL CHAR(C+1,"003C7EFFFF7E3C")
700 CALL CHAR(C+2,"0000FFFFFFFF")
710 CALL CHAR(C+3,"3C3C3C3C3C3C3C3C")
720 CALL CHAR(C+4,"18183C3C7E7EFFFF")
730 NEXT C
740 FOR T=1 TO 16
750 CALL COLOR(T,T,SF)
760 NEXT T
770 C=41
780 CALL CLEAR
790 CALL SOUND(500,-2,0,110,15,1110,3)
800 N=6
810 M=4
820 CALL KEY(0,K,S)
830 IF S=0 THEN 820
840 POSITION=POS("DESXY!@£$%^0123456789:",CHR$(K),1)
850 IF POSITION=0 THEN 820
860 ON POSITION GOTO 870,920,970,1020,1070,1130,1190,1250,1310,1350,1370,1390,14
10,1430,1450,1470,1490,1510,1530,1550,1570,1590,1610,1630,1650,1670
870 M=M+1
880 IF M>32 THEN 890 ELSE 900
890 M=M-1
900 CALL HCHAR(N,M,C+A)
910 GOTO 820
920 N=N-1
930 IF N<1 THEN 940 ELSE 950
940 N=N+1
950 CALL HCHAR(N,M,C+A)
960 GOTO 820
970 M=M-1
980 IF M<1 THEN 990 ELSE 1000
990 M=M+1
1000 CALL HCHAR(N,M,C+A)
1010 GOTO 820
1020 N=N+1
1030 IF N>24 THEN 1040 ELSE 1050
1040 N=N-1
1050 CALL HCHAR(N,M,C+A)
1060 GOTO 820
1070 M=M+1
1080 IF M>32 THEN 1090 ELSE 1100
1090 M=M-1
1100 CALL HCHAR(N,M,64)
1110 CALL HCHAR(N,M,32)
1120 GOTO 820
1130 N=N-1
1140 IF N<1 THEN 1150 ELSE 1160
1150 N=N+1
1160 CALL HCHAR(N,M,64)
1170 CALL HCHAR(N,M,32)
1180 GOTO 820
1190 M=M-1
1200 IF M<1 THEN 1210 ELSE 1220
1210 M=M+1
1220 CALL HCHAR(N,M,64)
1230 CALL HCHAR(N,M,32)
1240 GOTO 820
1250 N=N+1
1260 IF N>24 THEN 1270 ELSE 1280
1270 N=N-1
1280 CALL HCHAR(N,M,64)
1290 CALL HCHAR(N,M,32)
1300 GOTO 820
1310 A=A+1
1320 IF A>4 THEN 1330 ELSE 1340
1330 A=0
1340 GOTO 820
1350 C=113
1360 GOTO 820
1370 C=121
1380 GOTO 820
1390 C=129
1400 GOTO 820
1410 C=137
1420 GOTO 820
1430 C=145
1440 GOTO 820
1450 C=153
1460 GOTO 820
1470 C=105
1480 GOTO 820
1490 C=33
1500 GOTO 820
1510 C=41
1520 GOTO 820
1530 C=49
1540 GOTO 820
1550 C=57
1560 GOTO 820
1570 C=65
1580 GOTO 820
1590 C=73
1600 GOTO 820
1610 C=81
1620 GOTO 820
1630 C=89
1640 GOTO 820
1650 C=97
1660 GOTO 820
1670 CALL CLEAR
1680 GOTO 820
1690 END
```

```
100 REM   ** PSEUDORADDOPPIO DI COLONNE**

105 REM   CLUB FRANCOMPUTER
110 REM  CREAZIONE DI EZIO SACCHI - NOVARA
120 DIM A$(37)
130 FOR I=1 TO 37
140 READ A$(I)
150 NEXT I
160 CALL CLEAR
170 INPUT " STRINGA DA STAMPARE        ":S$
180 CALL CLEAR
190 PRINT " RIGA,COLONNA DI STAMPA (A STAMPA ULTIMATA PREMI UN TASTO PER CONTINU
ARE)";
200 INPUT R,C
210 IF (R<1)+(R>24)+(C<1)+(C>32)THEN 200
220 CALL CLEAR
230 PRINT S$
240 K=0
250 FOR J=1 TO LEN(S$)STEP 2
260 S=ASC(SEG$(S$,J,1))
270 IF S=32 THEN 340
280 IF (S<58)*(S>47)THEN 320
290 IF ((S>47)*(S<58))+((S>64)*(S<91))THEN 300 ELSE 340
300 B$=A$(S-64)
310 GOTO 350
320 B$=A$(S-21)
330 GOTO 350
340 B$=A$(37)
350 IF J<>LEN(S$)THEN 380 ELSE 360
360 D$=B$
370 GOTO 520
380 T=ASC(SEG$(S$,J+1,1))
390 IF T=32 THEN 360
400 IF (T<58)*(T>47)THEN 440
410 IF ((T>47)*(T<58))+((T>64)*(T<91))THEN 420 ELSE 360
420 C$=A$(T-64)
430 GOTO 450
440 C$=A$(T-21)
450 D$=""
460 FOR I=1 TO 10 STEP 2
470 D$=D$&SEG$(B$,I,1)&SEG$(C$,I,1)
480 NEXT I
490 GOTO 520
500 D$=A$(S-64)
510 J=J-1
520 CALL CHAR(97+K,D$)
530 CALL HCHAR(R,C+K,97+K)
540 IF (C+K)=32 THEN 550 ELSE 570
550 C=-K
560 R=R+1
570 IF K>61 THEN 600
580 K=K+1
590 NEXT J
600 CALL KEY(0,KEY,ST)
610 IF ST=0 THEN 600
620 GOTO 160
630 DATA E0A0E0A0A0,C0A0C0A0C0,E0808080E0,C0A0A0A0C0,E080C080E0,E080C08080,E080A
0A0E0,A0A0E0A0A0,E0404040E0
640 DATA 202020A0E0,A0A0C0A0A0,80808080E0,A0E0A0A0A0,E0A0A0A0A0,E0A0A0A0E0,C0A0C
08080,E0A0A0E040,C0A0C0A0A0
650 DATA E080E020E0,E040404040,A0A0A0A0E0,A0A0A04040,A0A0A0E0A0,A0A040A0A0,A0A04
04040,E0204080E0,40A0A0A040
660 DATA 40C0404040,E020E080E0,E020E020E0,2060A0E020,E0806020E0,E080E0A0E0,E0204
08080,E0A0E0A0E0,E0A0E020E0
670 DATA 0000000000
```

```
10 CALL CHAR(143,"3C4299A1A199423C")
100 REM *** MYSTERY SPELL ***
120 DIM A$(26),B$(20)
122 ON ERROR 140
125 CALL INIT :: CALL LOAD(-31878,13)
130 REM *** INITIALIZATION AND INTRODUCTION ***
140 DISPLAY AT(5,7)ERASE ALL BEEP:"PAROLA MISTERIOSA" :: FOR I=1 TO 200 :: NEXT
I
141 DISPLAY AT(19,5)BEEP:"UN MOMENTO PREGO..." :: GOTO 780
150 DISPLAY AT(7,1)ERASE ALL BEEP:"PREMI   PER": : :"  1  =  ISTRUZIONI": :"  2
 =  GIOCARE": :"  3  =  FINIRE"
160 CALL KEY(0.K.S):: IF S=0 OR(K<49 OR K>51)THEN 160 :: ON K-48 GOTO 980,190,17
0
170 DISPLAY AT(12,5)ERASE ALL BEEP:"GRAZIE PER LA PARTITA...CIAO" :: DISPLAY AT(
14,14-LEN(L$)/2):L$ :: STOP
190 DISPLAY AT(7,1)ERASE ALL BEEP:"SCEGLI: A O B?  ": : :"  A  =  PAROLA DEL COM
PUTERS": :"  B  =  FORMA UNA TUA PAROLA"
200 CALL KEY(0,K,S):: IF S=0 OR(K<65 OR K>66)THEN 200 :: IF K=66 THEN 220
210 PSW=1 :: GOTO 230
220 PSW=0 :: GOTO 1620
230 CALL CLEAR :: RESTORE 940 :: GOTO 930
240 CALL SPRITE(£2,120,2,78,121,0,0):: CALL MAGNIFY(3):: CALL SPRITE(£4,136,16,8
,128,0,1):: CALL SPRITE(£3,140,2,8,128,0,-2)
250 DISPLAY AT(5,7):"PAROLA MISTERIOSA" :: T=200 :: GOSUB 1050 :: IF PSW=1 THEN
GOTO 1840
260 DISPLAY AT(19,1)BEEP:"NOME PREGO!!   " :: DISPLAY AT(23,1):"DIGITA IL NOME,P
OI ENTER"
270 ACCEPT AT(5,7)SIZE(18):L$ :: CALL HCHAR(5,7,32,22)
280 REM *** MAIN PROGRAM LOOP ***
290 DISPLAY AT(19,1)BEEP:"SCEGLI IL LIVELLO DI GIOCO"
300 DISPLAY AT(23,1):"   1) FACILE  2) DIFFICILE" :: CALL KEY(0,K,S):: IF S=0 OR
 K>50 OR K<49 THEN 300 :: IF K=49 THEN ER=7 ELSE ER=5
310 FOR SP=5 TO 13 :: CALL DELSPRITE(£SP):: NEXT SP
320 DISPLAY AT(19,1):" A B C D E F G H I J K L M" :: DISPLAY AT(23,1)BEEP:" N O
P Q R S T U V W X Y Z" :: RANDOMIZE
330 CALL HCHAR(5,3,32,28):: W$=B$(INT(20*RND)+1):: F=LEN(W$):: FOR I=1 TO F :: D
ISPLAY AT(5,2*I+14-F):"_" :: NEXT I :: Y=0 :: SP=13
340 CALL KEY(0,K,S):: IF S=0 OR(K<65 OR K>90)THEN 340 ELSE C=121
350 IF K<78 THEN R=128 ELSE R=160
360 CC=((K-64)*16+16-208*INT((K-64)/14))/8 :: CALL GCHAR((R+24)/8,CC,X):: IF X=3
2 THEN 370 ELSE 390
370 DISPLAY AT(16,14-(8+LEN(L$))/2)BEEP:" OOPS, ";L$;"," :: DISPLAY AT(17,1):"LA
 HAI GIA SCELTA CRETINO!!"
380 FOR D=1 TO 300 :: NEXT D :: CALL HCHAR(16,1,33,64):: GOTO 340
390 V=17 :: H=0 :: GOSUB 550
400 IF K<72 OR(K>77 AND K<85)THEN H=-17 ELSE H=17
410 V=0 :: C=(K-64)*16+4-208*INT((K-64)/14):: GOSUB 550
420 X=0 :: CALL HCHAR((R+24)/8,(C+12)/8,32):: FOR I=1 TO F :: IF ASC(SEG$(W$,I,1
))<>K THEN 450
430 CALL PATTERN(£2,124):: GOSUB 580
440 CALL PATTERN(£2,120):: DISPLAY AT(5,2*I+14-F)SIZE(-1):CHR$(K):: X=1 :: Y=Y+1
450 NEXT I :: IF X=1 THEN 470
460 CALL PATTERN(£2,128):: GOSUB 620 :: CALL PATTERN(£2,120)
470 H=-H :: C=121 :: GOSUB 550
480 V=-17 :: H=0 :: R=78 :: GOSUB 550
490 IF Y=LEN(W$)THEN GOSUB 740 ELSE 500 :: GOTO 510
500 IF ER=1 THEN GOSUB 710 ELSE 340
510 DISPLAY AT(23,1)BEEP:"     UN'ALTRA PAROLA ? (Y/N)"
520 CALL KEY(0,K,S):: IF S=0 OR K<>89 AND K<>78 THEN 520 :: IF K=89 THEN 290
530 CALL DELSPRITE(ALL):: GOTO 150
540 REM *** SUB TO MOVE HAPPY FACE ***
550 CALL MOTION(£2,V,H)
560 CALL COINC(£2,R,C,4,Z):: IF Z=0 THEN 560 ELSE CALL MOTION(£2,0,0):: CALL LOC
ATE(£2,R,C):: RETURN
```

```
570 REM *** SUB FOR CORRECT GUESS ***
580 B=8*(2*I+14-F):: CALL SPRITE(£1,132,14,R,C,(32-R)/8,(B-C)/8)
590 J=2^(1/12):: FOR A=1 TO 25 :: CALL SOUND(-40,220*J^A,1):: NEXT A
600 CALL COINC(£1,32,B,6,Z):: IF Z=0 THEN 600 ELSE CALL DELSPRITE(£1):: RETURN
610 REM *** SUB FOR INCORRECT GUESS ***
620 SP=SP-1 :: ER=ER-1 :: IF ER>4 THEN RR=80 ELSE RR=50
630 IF ER=6 OR ER=4 THEN C=52
640 IF ER=5 OR ER=1 THEN C=188
650 IF ER=3 THEN C=110
660 IF ER=2 THEN C=132
670 CALL SPRITE(£SP,140,2,1,120,(RR-1)/8,(C-120)/8)
680 J=2^(1/12):: FOR A=25 TO 1 STEP -1 :: CALL SOUND(-40,440*J^A,1):: NEXT A
690 CALL COINC(£SP,RR,C,6,Z):: IF Z=0 THEN 690 ELSE CALL MOTION(£SP,0,0):: CALL
LOCATE(£SP.RR.C):: CALL PATTERN(£SP,100):: RETURN
700 REM *** SUB FOR BLACKBIRDS WIN ***
710 CALL HCHAR(19,3,32,28):: DISPLAY AT(19,15-(8+LEN(L$))/2):"SCUSA, ";L$;","
720 DISPLAY AT(23,1)BEEP:"GLI UCCELLI NERI HANNO VINTO" :: GOSUB 760 :: RETURN
730 REM *** SUB FOR PLAYER WINS ***
740 CALL HCHAR(19,3,32,28):: DISPLAY AT(19,15-(8+LEN(L$))/2):"BRAVO, ";L$;","
750 DISPLAY AT(23,1):"   LA HAI INDOVINATA WOWW"
760 CALL HCHAR(5,3,32,28):: FOR I=1 TO F :: DISPLAY AT(5,2*I+14-F):SEG$(W$,I,1):
: NEXT I :: T=180 :: GOSUB 1050 :: RETURN
770 REM *** ASSIGN COLORS AND DEFINE CHARACTERERS ***
780 FOR I=0 TO 9 :: CALL COLOR(I,2,8):: NEXT I :: CALL COLOR(10,3,8):: CALL COLO
R(11,16,8):: CALL COLOR(1,13,8)
800 FOR I=1 TO 25 :: READ C,A$(I):: CALL CHAR(C,A$(I)):: NEXT I :: CALL SCREEN(1
5):: GOTO 150
810 DATA 112,C0C0C0C0C0C0C0C0,113,0303030303030303,114,FFFFFFFFFFFFFFFF,115,C0C0
C0FFFFC0C0C0,116,030303FFFF030303
820 DATA 105,183C3C7E7EFFFFFF,106,FFFFFFFFFFFFFFFF,107,FFFFFF7E7E3C3C18,108,071F
7FFFFF7F1F07,109,C0F0FEFFFFFEF0C0
830 DATA 96,00000000030F3FFF,97,FFFFFFFFFFFFFFFF,98,FFFFEFC78383C7EF,99,7F3F1E3C
78FCFEFF,33,FFFFFFFFFFFFFFFF
840 DATA 91,1F3F7FFFFFFFFFFF,92,F8FCFEFFFFFFFFFF,93,00000000C0F0FCFF
850 DATA 120,071820404C8880818088844340201807E0180C0232110181011121C2020418E0
860 DATA 124,071820404C888081809F904844231807E0180C023211018101F9091222C418E0
870 DATA 128,071820404C8880818083844840201807E0180C023211018101C12112020418E0
880 DATA 132,030F1F3F3F3F3F1F0F0703010102040880E0F0F8F8F8F8F0E0C080
890 DATA 136,030F3F7F7F3FFFFFFFFF3F7F7F37070100C0CCFEFEFCFFFFFFFFFCFEFEECE080
900 DATA 140,000000000000183D4783010000000000000000000000018BCE2C1800000000000
910 DATA 100,000101010001030307070703010001 01C0E0F0D0C0E0F0F0F8F8F8F0E0C02020
920 REM *** PRINT SCREEN ***
930 CALL HCHAR(16,1,33,288):: FOR I=1 TO 21 :: READ R,C,G$ :: DISPLAY AT(R,C)SIZ
E(-6):G$ :: NEXT I :: GOTO 240
940 DATA 9,12,'[aa\],10,12,qrrrrp,11,12,qrrrrp,12,12,qrrrrp,13,14,st,14,14,st,15
,14,st
950 DATA 9,5,iii,10,4,ljjjm,11,4,ljjjm,12,5,kjk,13,6,b,14,6,a,15,6,a
960 DATA 9,22,iii,10,21,ljjjm,11,21,ljjjm,12,22,kjk,13,23,a,14,23,b,15,23,a
970 REM *** INSTRUCTION ***
980 DISPLAY AT(1,8)ERASE ALL:"MYSTERY SPELL": :"   L'OBIETTIVO DEL GIOCO":"E' DI
 INDOVINARE LA PAROLA":"SEGRETA."
990 DISPLAY AT(6,4):"QUANDO PREMI UNA LETTERA":"LA FACCIA CHE RIDE SI MUOVE":"E
VA SULLA LETTERA SCELTA":"SE E GIUSTA ESSA PRENDERA "
1000 DISPLAY AT(10,1):"IL SUO POSTO ESATTO.":"   SE HAI SBAGLIATO UN ":"UCCELLO
NERO SI DEPOSITERA'.":"QUEST INDICA CHE HAI UN "
1010 DISPLAY AT(14,1):"TENTATIVO IN MENO.":"BUONA FORTUNA ": :"   ANZI, BUON DIV
ERTIMENTO"
1020 DISPLAY AT(19,1)BEEP:"CIAO CIAO":"        CIAO   .": :"CIAO MI RACCOMANDO OK
!"
1030 DISPLAY AT(24,4):"*** PREMI UN TASTO***" :: CALL KEY(0,K,S):: IF S=0 THEN 1
030 ELSE 190
1050 R=8 :: FOR SP=5 TO 13 :: C=INT(RND*240)+1 :: CALL SPRITE(£SP,140,2,R,C,0,RN
D*12+1):: R=R+12 :: NEXT SP
1060 CALL SOUND(T,175,0)
1070 CALL SOUND(T,349,0,175,2)
1080 CALL SOUND(T,587,0,175,2)
1090 CALL SOUND(2*T,523,0,440,1,175,2)
1100 CALL SOUND(T,587,0,175,2)
1110 CALL SOUND(2*T,523,0,440,1,185,2)
1120 CALL SOUND(T,196,0)
1130 CALL SOUND(T,330,0,196,2)
1140 CALL SOUND(T,587,0,196,2)
1150 CALL SOUND(2*T,523,0,466,1,196,2)
1160 CALL SOUND(T,587,0,196,2)
1170 CALL SOUND(2*T,523,0,466,1,208,2)
1180 CALL SOUND(T,220,2)
1190 CALL SOUND(T,523,0,440,1,220,2)
1200 CALL SOUND(T,311,2)
1210 CALL SOUND(T,523,0,440,1,311,2)
```

```
1220 CALL SOUND(T,294,2)
1230 CALL SOUND(T,494,0,415,1,294,2)
1240 CALL SOUND(T,277,2)
1250 CALL SOUND(T,466,0,392,1,277,2)
1260 CALL SOUND(T,440,0,262,2)
1270 CALL SOUND(T,523,0,262,2)
1280 CALL SOUND(T,587,0,247,2)
1290 CALL SOUND(T,698,0,247,2)
1300 CALL SOUND(2*T,659,0,233,2)
1310 CALL SOUND(2*T,784,0,659,1,131,2)
1320 CALL SOUND(T,880,0,175,2)
1330 CALL SOUND(T,831,0,175,2)
1340 CALL SOUND(T,880,0,262,2,349,2)
1350 CALL SOUND(T,1047,0,262,2,349,2)
1360 CALL SOUND(T,1047,0,220,2)
1370 CALL SOUND(T,880,0,220,2)
1380 CALL SOUND(T,784,0,262,2,349,2)
1390 CALL SOUND(T,698,0,262,2,349,2)
1400 CALL SOUND(T,784,0,233,2)
1410 CALL SOUND(T,698,0,233,2)
1420 CALL SOUND(T,587,0,294,2,349,2)
1430 CALL SOUND(T,698,0,294,2,349,2)
1440 CALL SOUND(T,698,0,220,2)
1450 CALL SOUND(T,587,0,220,2)
1460 CALL SOUND(T,523,0,262,2,349,2)
1470 CALL SOUND(T,440,0,262,2,349,2)
1480 CALL SOUND(T,392,0,247,2)
1490 CALL SOUND(T,784,0,247,2)
1500 CALL SOUND(T,698,0,294,2,349,2)
1510 CALL SOUND(T,659,0,294,2,349,2)
1520 CALL SOUND(T,587,0,196,2)
1530 CALL SOUND(T,440,0,196,2)
1540 CALL SOUND(T,440,0,233,2,349,2)
1550 CALL SOUND(T,494,0,233,2,349,2)
1560 CALL SOUND(T,523,0,175,2,220,2)
1570 CALL SOUND(T,587,0,175,2,220,2)
1580 CALL SOUND(2*T,659,0,262,2)
1590 CALL SOUND(3*T,698,0,262,2,175,0)
```

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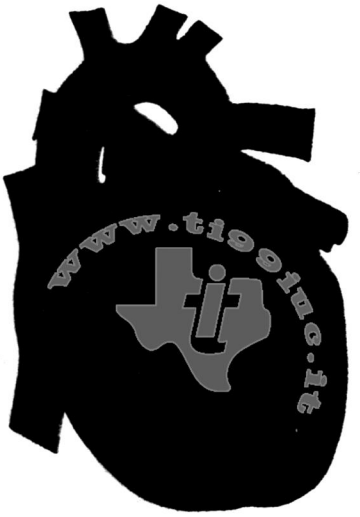
```
1600 FOR I=1 TO 30 STEP 2 :: CALL SOUND(-T,698,I,262,I,175,I):: NEXT I :: RETURN
1610 REM *** CREATE A WORD LIST ***
1620 DISPLAY AT(1,4)ERASE ALL:"ISTRUZIONI PER PAROLE": : :"  IN QUESTA PARTE TU
PUOI":"SIA CREARE NUOVE PAROLE"
1630 DISPLAY AT(6,1):"CHE CARICARLE DA UN ALTRO   ":"DISPOSITIVO.     ": : :"  P
ER OGNI PAROLA CHE CREI ,":"DOPO PREMI ENTER OK!!!"
1640 DISPLAY AT(12,1):"ENTER.  MAXIMUM WORD LENGTH":"IS 13 CHARACTERS.  20 WORDS
":"MUST BE ENTERED FOR EACH OF":"THE WORD LISTS CREATED."
1650 DISPLAY AT(18,3)BEEP:"AS YOU ENTER EACH LIST,":"YOU MAY SAVE IT TO A STORAG
E":"DEVICE FOR FUTURE USE WITH":"MYSTERY SPELL."
1660 DISPLAY AT(24,4):"*** PRESS ANY KEY ***" :: CALL KEY(0,K,S):: IF S=0 THEN 1
660
1670 DISPLAY AT(7,1)ERASE ALL BEEP:"PREMI     ": : :"  1  = PER CREARE LA LISTA"
: :"  2  = PER CARICARLA    ": :"  3  = PER USCIRE"
1680 CALL KEY(0,K,S):: IF S=0 OR(K<49 OR K>51)THEN 1680 :: J=0 :: ON K-48 GOTO 1
690,1795,190
1690 DISPLAY AT(1,5)ERASE ALL:"IMMETTI LE PAROLE:"
1700 I,C=1 :: FOR A=1 TO 2 :: R=3 :: FOR Z=1 TO 10
1710 ACCEPT AT(R,C)SIZE(-13)BEEP:B$(I):: R=R+2 :: I=I+1 :: NEXT Z :: C=15 :: NEX
T A
1720 DISPLAY AT(24,1)BEEP:"VUOI CAMBIARE QUALCUNA? (Y/N)"
1730 CALL KEY(0,K,S):: IF S=0 OR K<>89 AND K<>78 THEN 1730 :: IF K=89 THEN 1700
:: J=1 :: GOTO 1795
1740 FOR I=1 TO 20 :: PRINT £1:B$(I):: NEXT I :: CLOSE £1 :: GOTO 230
1750 FOR I=1 TO 20 :: INPUT £1:B$(I):: NEXT I :: CLOSE £1
1760 DISPLAY AT(11,6)ERASE ALL BEEP:"DESIDERI VEDERE LA": :"    LISTA-PAROLE ? (
Y/N)"
1770 CALL KEY(0,K,S):: IF S=0 OR(K<>89 AND K<>78)THEN 1770 :: IF K=89 THEN 1780
ELSE 230
1780 DISPLAY AT(1,10)ERASE ALL BEEP:"LISTA-PAROLE" :: R=3 :: FOR I=1 TO 20 STEP
2 :: DISPLAY AT(R,1):B$(I),B$(I+1):: R=R+2 :: NEXT I
1790 DISPLAY AT(24,1):"PREMI UN TASTO SE HAI FINITO" :: CALL KEY(0,K,S):: IF S=0
 THEN 1790 ELSE 230
1795 ON ERROR 1795
1800 DISPLAY AT(5,6)ERASE ALL BEEP:"QUAL'E' IL NOME ": :"  DEL TUO DISPOSITIVO ?
": :"(ESEMPIO: CS1 OR DSK1.WORDS)"
1810 DISPLAY AT(23,1):"METTI TAPE OR DISK IN DEVICE" :: ACCEPT AT(11,3):F$ :: OP
EN £1:F$,INTERNAL,UPDATE,FIXED 50
1820 IF J=0 THEN 1750 ELSE 1740
1830 REM *** PRESELECTED WORD LIST ***
1840 FOR I=1 TO 20 :: READ B$(I):: NEXT I :: GOTO 260
1850 DATA BANANE,SCEMONE,STUPIDO,CABINE,LUPINI,MERDA,LETTO,CELERI,VAFFANZUM,ARAN
CIA,MELONI,CAVOLO
1860 DATA GENITORI,UNIONE,PATINE,MOBILETTI,OVILE,GIOCARE,CAVALLO,NASELLO
```

```
100 REM  ******************
110 REM  *  TI CARDIOLOGO  *
120 REM  *                *
130 REM  *adattata al ti 99*
140 REM  *da CLAUDIO SERRA *
150 REM  ******************
160 CALL CLEAR
170 PRINT "     GUIDA AL RISCHIO "::"            DI"::
180 PRINT "     MALATTIE CARDIACHE"::
190 CALL KEY(0,K,S)
200 IF S=0 THEN 190
210 CALL CLEAR
220 PRINT "SCRIVI LA TUA ETA' SCELTA IN UNO DI QUESTI GRUPPI"
230 PRINT :::"1 - DA 10 A 20 ANNI":"2 - DA 21 A 30 ":"3 - DA 31 A 40":"4 - DA 41
 A 50 ":"5 - DA 51 A 60"
240 PRINT "6 - OLTRE 60 ANNI"
250 PRINT :::"QUALE GRUPPO ? (1-6)"
260 INPUT A
270 IF (A<1)+(A>6)THEN 220
280 IF A=5 THEN 320
290 IF A=6 THEN 300 ELSE 310
300 A=A+2
310 GOTO 330
320 A=A+1
330 PRINT A
340 CALL KEY(0,K,S)
350 IF S=0 THEN 340
360 PRINT "ORA I FATTORI EREDITARI "
370 PRINT "SELEZIONA TRA I SEGUENTI CASI "
380 PRINT ::"1 - NESSUNA FACCENDA DI CUORE       CONOSCIUTA IN FAMIGLIA"
390 PRINT "2 - UN PARENTE ULTRA SESSANTENNE     MALATO DI CUORE ":"3 - DUE PAREN
TI U. SESSANTENNI MALATI DI C. "
400 PRINT "4 - UN PARENTE CON IL CUORE MALATO E MENO DI 60 ANNI"
410 PRINT "5 - DUE PARENTI CON IL CUORE MALATO E MENO DI 60 ANNI "
420 PRINT "6 - TRE PARENTI CON IL CUORE    MALATO E MENO DI 60 ANNI "
430 PRINT ::
440 PRINT "CHE CATEGORIA ? (1-6)"
450 INPUT H
460 IF (H<1)+(H>6)THEN 360
470 IF (H=5)+(H=6)THEN 480 ELSE 490
480 H=H+1
490 PRINT H
500 CALL KEY(0,K,S)
510 IF S=0 THEN 500
520 CALL CLEAR
530 PRINT "RIGUARDO AL TUO PESO SCEGLI NELA SEGUENTE TABELLA "
540 PRINT :::"1 - PIU' DI 2.5 KG SOTTO IL PESO STANDARD PER L'ALTEZZA"
550 PRINT "2 - TRA -2.5 E +2.5 KG INTORNO ALLO STANDARD"
560 PRINT "3 - DA 3 A 10 KG DI SOPRAPPESO"
570 PRINT "4 - DA 11 A 15 KG DI SOPRAPPESO"
580 PRINT "5 - DA 16 A 25 KG DI SOPRAPPESO "
590 PRINT "6 - OLTRE 25 KG DI SOPRAPPESO "
600 PRINT :::
610 PRINT "QUALE CATEGORIA ? (1-6)"
620 INPUT W
630 IF (W<1)+(W>6)THEN 520
640 IF (W=1)+(W=2)+(W=3)THEN 680
650 IF (W=4)+(W=5)+(W=6)THEN 660 ELSE 670
```

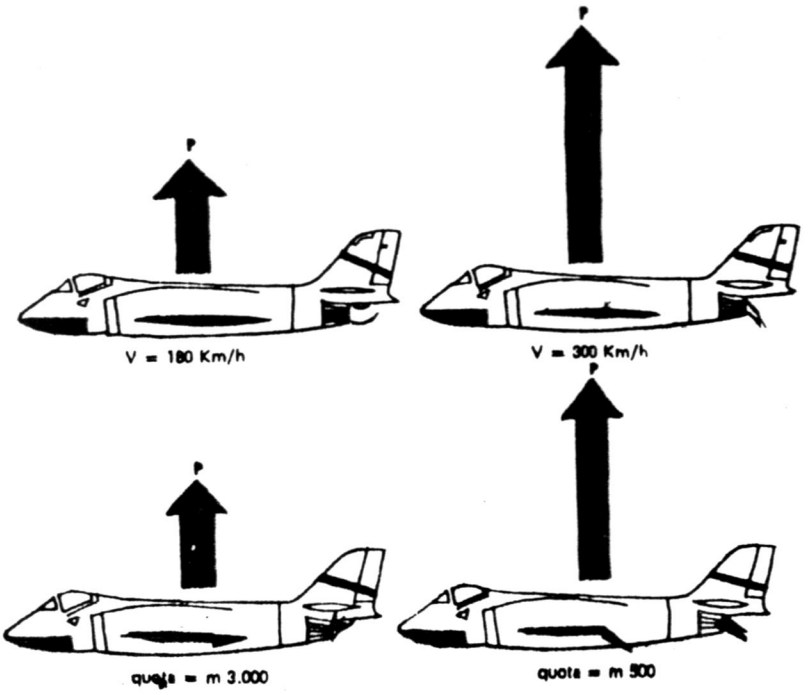
```
660 W=W+2
670 GOTO 690
680 W=W-1
690 PRINT W
700 CALL KEY(0,K,S)
710 IF S=0 THEN 700
720 CALL CLEAR
730 PRINT "DALLA PROSSIMA TABELLA SCEGLI LE TUE ATTITUDINE SUL FUMO "
740 PRINT
750 PRINT "1 - NON FUMATORE":"2 - SIGARO E/O PIPA":"3 - MENO DI 10 SIGARETTE AL
DI":"4 - CA. 20 SIG. AL GIORNO"
760 PRINT "5 - CA. 30 SIGARETTE AL GIORNO ":"6 - 40 O PIU' SIGARETTE AL GIORNO "
770 PRINT ::
780 PRINT " QUALE CATEGORIA ? (1-6)"
790 INPUT T
800 IF (T<1)+(T>6)THEN 720
810 IF (T=1)+(T=2)THEN 870
820 IF T=3 THEN 890
830 IF T=4 THEN 910
840 IF (T=5)+(T=6)THEN 850 ELSE 860
850 T=T+5
860 GOTO 920
870 T=T-1
880 GOTO 920
890 T=T+1
900 GOTO 920
910 T=T+2
920 PRINT T
930 CALL KEY(0,K,S)
940 IF S=0 THEN 930
950 CALL CLEAR
960 PRINT "OK, PASSIAMO ALLA TUA ATTIVITA' "
970 PRINT "SCEGLI TRA "
980 PRINT ::
990 PRINT "1 - OCCUPAZIONE MOLTO INTENSA E ATTIVITA' RICREATIVE "
1000 PRINT "2 - LAVORO DI MEDIO IMPEGNO E ATTIVITA' RICREATIVE "
1010 PRINT "3 - LAVORO SEDENTARIO E ATTIVITA' RICREATIVE INTENSE"
1020 PRINT "4 - LAVORO SEDENTARIO E ATTIVITA' RICREATIVA MEDIA "
1030 PRINT "5 - LAVORO SEDENTARIO E ATTIVITA' RICREATIVA LEGGERA"
1040 PRINT "6 - ASSENZA DI QUALSIASI ATTIVITA' FISICA"
1050 PRINT ::
1060 PRINT "QUALE CATEGORIA ? (1-6)"
1070 INPUT E
1080 IF (E<1)+(E>6)THEN 960
1090 IF (E=4)+(E=5)THEN 1130
1100 IF E=6 THEN 1110 ELSE 1120
1110 E=E+2
1120 GOTO 1140
1130 E=E+1
1140 PRINT E
1150 CALL KEY(0,K,S)
1160 IF S=0 THEN 1150
1170 CALL CLEAR
1180 PRINT "DIETA E COLESTEROLO "
1190 PRINT "SCEGLI TRA I CASI CHE SEGUONO"
1200 PRINT :::
1210 PRINT "1 - COLESTEROLO SOTTO 180 MG, DIETA SENZA GRASSI ANIMALI"
1220 PRINT "2 - COLESTEROLO 181-205 MG, DIETA CON IL 10 % DI GRASSI ANIMALI"
1230 PRINT "3 - COLESTEROLO 206 - 230 MG., 20 % DI GRASSI`ANIMALI"
```

```
1240 PRINT "4 - COLESTEROLO 231 - 250 MG , 30 % DI GRASSI "
1250 PRINT "5 - COLESTEROLO 251 -280 MG ,40 % DI GRASSI"
1260 PRINT "6 - COLESTEROLO 281 - 300 MG. , 50 % DI GRASSI"
1270 PRINT ::
1280 PRINT "QUALE CATEGORIA ? (1-6)"
1290 INPUT C
1300 IF (C<1)+(C>6)THEN 1180
1310 IF C=6 THEN 1320 ELSE 1330
1320 C=C+1
1330 PRINT C
1340 CALL KEY(0,K,S)
1350 IF S=0 THEN 1340
1360 CALL CLEAR
1370 PRINT "ORA LA PRESSIONE DEL SANGUE"
1380 PRINT :::"SCEGLI NELLA TABELLA"
1390 PRINT ::::
1400 PRINT "1 - MASSIMA DI 100":"2 - MASSIMA DI 120 ":"3 - MASSIMA DI 140":"4 -
MASSIMA DI 160"
1410 PRINT "5 - MASSIMA DI 180 ":"6 - MASSIMA DI 200 O PIU'"
1420 PRINT :
1430 PRINT "QUALE CATEGORIA ? (1-6)"
1440 INPUT P
1450 IF (P<1)+(P>6)THEN 1350
1460 IF P=5 THEN 1500
1470 IF P=6 THEN 1480 ELSE 1490
1480 P=P+2
1490 GOTO 1510
1500 P=P+1
1510 PRINT P
1520 CALL KEY(0,K,S)
1530 IF S=0 THEN 1520
1540 CALL CLEAR
1550 PRINT "SCEGLI IL TUO CASO TRA QUELLI DELLA TABELLA"
1560 PRINT ::
1570 PRINT "1 - FEMMINA SOTTO I 40 ANNI"
1580 PRINT "2 - FEMMINA  TRA 40 E 50 ANNI":"3 - FEMMINA SOPRA I 50 ":"4 - MASCHI
O":"5 - MASCHIO ROBUSTO "
1590 PRINT "6 - MASCHIO CORPULENTO "
1600 PRINT ::
1610 PRINT "QUALE CATEGORIA ? (1-6)"
1620 INPUT S
1630 IF (S<1)+(S>6)THEN 32767
1640 IF (S=4)+(S=5)+(S=6)THEN 1650 ELSE 1660
1650 S=S+1
1660 PRINT S
1670 CALL KEY(0,K,S)
1680 IF S=0 THEN 1670
1690 CALL CLEAR
1700 REM  ** CONCLUSIONI **
1710 GT=A+H+W+T+E+C+P+S
1720 PRINT :
1730 PRINT "I RISULTATI DEL QUIZ"
1740 PRINT :"AFFERMANO CHE IL TUO RISCHIO"
1750 PRINT :"DI AVERE PRESTO UN ATTACCO="
1760 PRINT :"DI CUORE E'"
1770 PRINT
1780 IF GT>40 THEN 1840
1790 IF GT>=31 THEN 1860
1800 IF GT>=24 THEN 1880
1810 IF GT>=17 THEN 1900
```



```
1820 IF GT>=11 THEN 1920
1830 GOTO 1940
1840 PRINT "   A UN LIVELLO DECISAMENTE PERICOLOSO :INTERVENIRE IMMEDIATAMENTE"
1850 GOTO 1950
1860 PRINT "A UN LIVELLO ABBASTANZA PERICOLOSO : DEVI DARTI UNA REGOLATA"
1870 GOTO 1950
1880 PRINT "MODERATO , MA NON TRASCURAR--LO TROPPO"
1890 GOTO 1950
1900 PRINT "NELLA MEDIA, NON DESTA PREOCCUPAZIONE="
1910 GOTO 1950
1920 PRINT "INFERIORE ALLA MEDIA"
1930 GOTO 1950
1940 PRINT "MOLTO SOTTO LA MEDIA :SEI SANO COME UN PESCE"
1950 PRINT
1960 PRINT "ALMENO CREDO. MA IO NON SONO UN MEDICO"
1970 CALL KEY(0,K,S)
1980 IF S=0 THEN 1970
```

```
100 REM  FORZA ITALIA BY ALEX
110 CALL CLEAR
120 A$="00FFFF0000FFFF00"
130 B$="000C1C3C0C0C0C00"
140 C$="FFFFFFFFFFFFFFFF"
150 D$="007E66667E067E"
160 E$="007E667E66667E"
170 F$="007E061E06067E"
180 CALL CHAR(50,C$)
190 CALL CHAR(152,A$)
200 CALL CHAR(125,A$)
210 CALL CHAR(48,B$)
220 CALL CHAR(49,D$)
230 CALL CHAR(51,E$)
240 CALL CHAR(52,F$)
250 CALL SCREEN(6)
260 CALL COLOR(1,16,16)
270 CALL COLOR(16,3,16)
280 CALL COLOR(12,9,16)
290 CALL COLOR(3,6,16)
300 CALL HCHAR(1,1,152,256)
310 CALL HCHAR(17,1,125,256)
320 CALL VCHAR(10,6,50,6)
330 CALL HCHAR(10,8,50,3)
340 CALL VCHAR(11,9,50,5)
350 CALL VCHAR(11,12,50,5)
360 CALL HCHAR(10,12,50,3)
370 CALL VCHAR(11,14,50,5)
380 CALL HCHAR(13,13,50)
390 CALL VCHAR(10,16,50,5)
400 CALL HCHAR(15,16,50,3)
410 CALL VCHAR(10,20,50,6)
420 CALL VCHAR(11,22,50,5)
430 CALL HCHAR(10,22,50,3)
440 CALL VCHAR(11,24,50,5)
450 CALL HCHAR(13,23,50)
460 CALL HCHAR(11,26,48)
470 CALL HCHAR(12,26,49)
480 CALL HCHAR(13,26,51)
490 CALL HCHAR(14,26,52)
500 FOR I=1 TO 2
510 CALL SOUND(300,196,2)
520 CALL SOUND(250,196,2)
530 CALL SOUND(100,220,2)
540 CALL SOUND(400,196,2)
550 CALL SOUND(300,330,2)
560 CALL SOUND(250,330,2)
570 CALL SOUND(100,349,2)
580 CALL SOUND(400,330,2)
590 CALL SOUND(300,330,2)
600 CALL SOUND(250,392,2)
610 CALL SOUND(100,349,2)
620 CALL SOUND(400,330,2)
630 IF I=2 THEN 690
640 CALL SOUND(300,294,2)
650 CALL SOUND(250,330,2)
660 CALL SOUND(100,294,2)
670 CALL SOUND(400,262,2)
680 NEXT I
690 CALL SOUND(100,392,3)
700 CALL SOUND(100,294,3)
710 CALL SOUND(100,392,3)
720 CALL SOUND(200,262,3)
730 GOTO 730
```




```
100 CALL SCREEN(2):: CALL CLEAR
110 REM ********************
120 REM *                  *
130 REM *     AIRFIGHT     *
140 REM *                  *
150 REM *                  *
160 REM *  EXTENDED BASIC  *
170 REM *                  *
180 REM *  E JOYSTICK   1  *
190 REM *                  *
200 REM ********************
210 FOR W=3 TO 8 :: CALL COLOR(W,5,2):: NEXT W
220 DISPLAY AT(5,10):"AIRFIGHT" :: DISPLAY AT(16,8):"EXTENDED BASIC" :: DISPLAY
AT(18,8):"AND JOYSTICK 1"
230 DISPLAY AT(21,6):"RELEASE ALPHA LOCK"
240 DISPLAY AT(24,4):"PRESS ANY KEY TO BEGIN"
250 CALL SOUND(250,449,4)
260 CALL KEY(0,K,S):: IF S=0 THEN 260
270 CALL CLEAR
280 A=92 :: C=120 :: PO=1 :: D=0 :: FI=3
290 CALL COLOR(13,5,2)
300 CALL CHAR(131,"00000000000000FF"):: CALL HCHAR(24,1,131,32)
310 DISPLAY AT(24,1)SIZE(4):D :: DISPLAY AT(24,25)SIZE(3):FI
320 CALL CHAR(92,"000000000021303F1F07"&RPT$("0",22)&"F0A2FAFEFA42E000000000")
330 CALL CHAR(36,"183D7F7F3D1804030100000000000000018BCFCFEB93676BF1E18")
340 CALL CHAR(60,"064F09000A800A0005810340892160081102500 34FC08882A089C208041002
F1")
350 CALL CHAR(40,"3C7EFFFFFFFF7E3C24242428142814"&RPT$("0",34))
360 CALL CHAR(64,"110250034FC08882A089C208041002F1064F09000A800A0005810340892160
08")
370 CALL CHAR(124,RPT$("0",44)&"80E08000")
380 CALL CHAR(68,"0F000000030C000001000000000000FF1F3FDF1F2F499111212101")
390 CALL CHAR(72,"0000000000081D1D1F3B376EDE7D1D0200006060F0F0F8B8B87C7CFEFFFEC0
00")
400 CALL CHAR(96,"000000000103020001 1B1F0F0000000000008C49679FCF0F8D08000000000
00")
410 CALL CHAR(100,"0000000101010101000000000100000070207070F47CF47070707060E0C00
000")
420 CALL CHAR(104,"04081A260F07171B0C06000000000000000000080C080C0E0F070307060000
000")
430 CALL CHAR(108,"00000E84BFFFBF8A1F000000000000000000000C0F0F8180800000000000
000")
440 CALL CHAR(136,"00040C0E1E1B3737377B7B7DFD3E1F01000000001018B8FCBCDCDEEFFAF04
080")
450 CALL CHAR(112,"0000000000010B1F0F3F9E6B2310000000000000F0F8D88000C0C08000000
000")
460 CALL CHAR(116,"00000307060E0E0E0E2F3E2F0E0E040E000000800000000080808080000
000")
470 CALL CHAR(120,"000000060E0C0E0F07030103010000000000000000006030D8E8E0F0E4581
020")
480 CALL CHAR(132,"000000003C7EFFFFFFFF7E3C1818181800000000000818 3C7E3C7EFF18181
818")
```

```
490 CALL MAGNIFY(4):: A=92 :: E=0 :: F=0
500 CALL SPRITE(£9,36,16,15,90,0,1)
510 CALL SPRITE(£13,36,16,40,1,0,2)
520 CALL SPRITE(£10,92,10,169,12)
530 CALL SPRITE(£14,72,5,161,220)
540 CALL SPRITE(£15,68,11,1,225)
550 CALL SPRITE(£20,136,5,129,80)
560 CALL SPRITE(£8,132,4,161,180)
570 CALL KEY(1,K,S):: IF S=0 THEN 570
580 CALL MOTION(£10,0,10)
590 FOR T=8 TO 20 STEP 6 :: CALL MOTION(£T,0,-2):: NEXT T
600 CALL JOYST(1,X,Y)
610 IF X=4 AND Y=0 THEN 1430
620 CALL POSITION(£10,N,M):: IF (N<=256 AND N>=179)OR(N>=170 AND N<=180)THEN 1490
630 CALL COINC(£10,£12,15,B)
640 IF B=-1 THEN 1500
650 IF Y=-4 THEN GOSUB 1010 ELSE 670
660 GOTO 600
670 IF Y=4 THEN GOSUB 690
680 GOTO 600
690 IF A=120 THEN 700 ELSE 710
700 A=88
710 CALL PATTERN(£10,A+4)
720 IF A=88 THEN 730 ELSE 750
730 E=0 :: F=10 :: C=130 :: O=0
740 P=-2 :: GOTO 950
750 IF A=92 THEN 760 ELSE 780
760 E=-10 :: F=10 :: C=120 :: P=-1
770 GOTO 950
780 IF A=96 THEN 790 ELSE 810
790 E=-10 :: F=0 :: C=110 :: P=0
800 GOTO 950
810 IF A=100 THEN 820 ELSE 840
820 E=-10 :: F=-10 :: C=120 :: P=1
830 GOTO 950
840 IF A=104 THEN 850 ELSE 870
850 E=0 :: F=-10 :: C=130 :: P=2
860 GOTO 950
870 IF A=108 THEN 880 ELSE 900
880 E=10 :: F=-10 :: C=140 :: P=1
890 GOTO 950
900 IF A=112 THEN 910 ELSE 930
910 E=10 :: F=0 :: C=160 :: P=0
920 GOTO 950
930 IF A=116 THEN 940 ELSE 950
940 E=10 :: F=10 :: C=140 :: P=-1
950 A=A+4
960 CALL MOTION(£10,E,F)
970 IF PO=1 THEN 980 ELSE 990
980 RANDOMIZE :: CALL SPRITE(£12,40,INT((RND*7)+8),192,INT((RND*241)+10),-(INT((
RND*5)+1)),INT((RND*3)-1)):: PO=0
990 FOR T=8 TO 20 STEP 6 :: CALL MOTION(£T,O,P):: NEXT T
1000 RETURN
1010 IF A=92 THEN 1020 ELSE 1030
1020 A=124
1030 CALL PATTERN(£10,A-4)
1040 IF A=96 THEN 1050 ELSE 1070
1050 E=0 :: F=10 :: C=130 :: P=-2
1060 GOTO 1270
1070 IF A=100 THEN 1080 ELSE 1100
1080 E=-10 :: F=10 :: C=120 :: P=-1
1090 GOTO 1270
1100 IF A=104 THEN 1110 ELSE 1130
1110 E=-10 :: F=0 :: C=110 :: P=0
1120 GOTO 1270
1130 IF A=108 THEN 1140 ELSE 1160
1140 E=-10 :: F=-10 :: C=120 :: P=1
1150 GOTO 1270
1160 IF A=112 THEN 1170 ELSE 1190
1170 E=0 :: F=-10 :: C=130 :: P=2
1180 GOTO 1270
1190 IF A=116 THEN 1200 ELSE 1220
1200 E=10 :: F=-10 :: C=140 :: P=1
1210 GOTO 1270
1220 IF A=120 THEN 1230 ELSE 1250
1230 E=10 :: F=0 :: C=150 :: P=0
1240 GOTO 1270
1250 IF A=124 THEN 1260 ELSE 1270
1260 E=10 :: F=10 :: C=140 :: P=-1
1270 A=A-4
```

```
1280 CALL MOTION(£10,E,F)
1290 FOR T=8 TO 20 STEP 6 :: CALL MOTION(£T,0,P):: NEXT T
1300 RETURN
1310 CALL MOTION(£10,0,0)
1320 CALL SOUND(10,341,1,137,1,-5,1)
1330 CALL SOUND(10,294,1,131,1,-7,1)
1340 FOR T=1 TO 3 :: CALL SOUND(11+T,110,1,112,1,-7,1):: NEXT T
1350 CALL PATTERN(£10,60)
1360 CALL SOUND(80,110,1,-6,1)
1370 CALL SOUND(222,110,1,-7,1)
1380 CALL PATTERN(£10,64)
1390 CALL SOUND(11,111,1,-6,1)
1400 CALL DELSPRITE(ALL):: PO=1
1410 FI=FI-1 :: IF FI<0 THEN 1750 :: DISPLAY AT(24,25)SIZE(3):FI
1420 GOTO 490
1430 CALL POSITION(£10,N,M):: CALL SPRITE(£11,124,10,N,M,10*E,10*F)
1440 FOR IN=1 TO 6
1450 CALL COINC(£11,£12,10,U):: IF U=-1 THEN 1640
1460 NEXT IN
1470 CALL COINC(£12,£11,10,U):: IF U=-1 THEN 1640 :: CALL DELSPRITE(£11)
1480 GOTO 620
1490 IF (N>=170 AND N<=180)THEN 1310 :: A=92 :: Y=4 :: GOTO 650
1500 CALL MOTION(£10,0,0)
1510 CALL MOTION(£12,0,0)
1520 CALL SOUND(10,341,1,137,1,-6,1)
1530 CALL SOUND(10,294,1,131,1,-7,1)
1540 FOR T=1 TO 3 :: CALL SOUND(11+T,110,1,112,1,-7,1):: NEXT T
1550 CALL PATTERN(£10,60)
1560 CALL PATTERN(£12,60)
1570 CALL SOUND(80,110,1,-6,1)
1580 CALL SOUND(222,110,1,-7,1)
1590 CALL PATTERN(£10,64)
1600 CALL PATTERN(£12,64)
1610 CALL SOUND(11,111,1,-6,1)
1620 CALL DELSPRITE(ALL):: PO=1
1630 FI=FI-1 :: IF FI<0 THEN 1750 :: DISPLAY AT(24,25)SIZE(3):FI :: GOTO 490
1640 CALL DELSPRITE(£11)
1650 CALL MOTION(£12,0,0)
1660 CALL POSITION(£12,N,M)
1670 CALL SOUND(-33,222,1,-6,1)
1680 CALL PATTERN(£12,60)
1690 CALL SOUND(-111,110,1,-7,1)
1700 CALL PATTERN(£12,64)
1710 CALL SOUND(-222,110,1,-6,1)
1720 CALL DELSPRITE(£12)
1730 PO=1 :: D=D+10
1740 DISPLAY AT(24,1)SIZE(4):D :: GOTO 600
1750 CALL DELSPRITE(ALL):: CALL CLEAR :: CALL CHARSET
1760 FOR W=2 TO 8 :: CALL COLOR(W,5,2):: NEXT W
1770 DISPLAY AT(5,10):"GAME OVER" :: DISPLAY AT(12,4):"YOUR POINTS ARE ";D
1780 DISPLAY AT(24,1):"WANT TO PLAY AGAIN ? (Y/N)"
1790 FOR T=1 TO 100
1800 CALL SOUND(T,222+(3*T),1)
1810 CALL KEY(0,K,S):: IF S<>0 THEN 1840
1820 NEXT T
1830 GOTO 1790
1840 IF K<>78 AND K<>89 AND K<>110 AND K<>121 THEN 1820
1850 IF K=89 OR K=121 THEN 270
1860 CALL CLEAR
1870 END
```

```
100 ! *    IPPICA    *
110 ! ****************
120 ! * SCOMMETTIAMO *            * SUI CAVALLI  *
130 ! * VERSIONE PER *            *   TI 99/4A   *            * EX. BASIC DI *
140 ! * PAOLO CORSINI*            * PER IL       *            * FRANCOMPUTER *
          * CLUB VICENZA *            ****************
150 IMAGE £.  £££££££££   £££££ $
160 IMAGE £. £££££££££  DATO ££.££ A 1
170 IMAGE £££££££££  HA VINTO £££££$
180 IMAGE £££££££££  HA PERSO £££££$
190 IMAGE £££££££££  POSSIEDE £££££$
200 CALL CLEAR :: FOR T1=104 TO 136 STEP 8 :: CALL CHAR(T1,"04077EFC7C4444440407
7EFC7C44828404077EFC7C442810"):: NEXT T1
210 CALL CHAR(143,"000000FF2222",79,"0038444444444438"):: RANDOMIZE 1000
220 OPTION BASE 1 :: CALL CHAR(96,"0000FF00FF"&RPT$("0",12)&"FF00FF"&RPT$("0",8)
&"FF00FF"&RPT$("0",12)&"FF00FF")
230 CALL CHAR(48,"7EC3B9B5AD9DC37E3C6454741477417F7EC3BDFDC3BF81FF7EC3BDF3FDBDC3
7E1C3464D4B781F71C",52,"1C3464D4B781F71C")
240 CALL CHAR(53,"FF81BFC3FDBDC37E7EC2BE83BDBDC37EFF81FD1B362C28387EC3BDC3BDBDC3
7E",57,"7EC3BDBDC17D437E")
250 D$="0000FFFF" :: CALL CHAR(46,"0000000000382838",127,D$,119,D$):: CALL COLOR
(3,7,1,4,7,1)
260 DIM N$(60):: CALL MAGNIFY(4)
270 CALL CHAR(42,"FF818181818181FF")
280 DATA 13,14,4,11,7,5,2,9
290 RESTORE 280 :: FOR T=1 TO 8 :: READ COL(T):: NEXT T
300 RANDOMIZE 100
305 DISPLAY AT(15,1)ERASE ALL BEEP:"PREMI QUALUNQUE TASTO PER   FERMARE LA PRESE
NTAZIONE." :: FOR T=1 TO 600 :: NEXT T :: CALL CLEAR
310 CALL SCREEN(16):: CALL COLOR(2,2,12,10,14,1,11,5,1,12,13,1,13,7,1)
320 DISPLAY AT(7,1)BEEP:"***              *          *
  *  * **  * **  **   *** **  *  **  * **  *  *  *      *"
330 DISPLAY AT(11,1):" *  *   * *   *  *  *    *** *  **  * **  *  *  *   *  ***
* * **  * **  ***  *** ***"
340 DISPLAY AT(14,1):"    *     *                    *     *"
350 CALL HCHAR(4,3,42,28):: CALL HCHAR(18,3,42,28)
360 GOSUB 1390 :: DISPLAY AT(24,20):"<ENTER>"
370 CALL KEY(0,KK,SS):: IF KK<>13 THEN 370
380 CALL CLEAR :: RESTORE 1340 :: CALL COLOR(2,2,1)
390 FOR T=1 TO 60 :: READ N$(T):: NEXT T
400 DISPLAY AT(1,3)BEEP:"BENVENUTI ALL' IPPODROMO"
410 CALL HCHAR(3,3,143,28)
420 DISPLAY AT(5,1):"AVETE LE TASCHE PIENE DI    DOLLARI E DOVETE PUNTARE SU UNO
 DEI 5 CAVALLI CHE CORRE-RANNO. IL TABELLONE INDICA "
430 DISPLAY AT(9,1):"LE QUOTAZIONI PER OGNI CA-  VALLO. PER ESEMPIO UNO DI   QUE
STI E' DATO 2.1 A 1,     CIOE' PUNTANDO 100 $ SU QUEL"
440 DISPLAY AT(13,1):"CAVALLO IN CASO DI VITTORIA VI SARA' DATA LA VOSTRA     PU
NTATA PIU' ALTRI 210 $"
450 DISPLAY AT(20,1):"QUINDI BUONA FORTUNA !!": : :"                    <ENTER>
"
460 CALL KEY(0,KK,SS):: IF KK<>13 THEN 460
470 DISPLAY AT(1,3)ERASE ALL BEEP:"BENVENUTI ALL' IPPODROMO": : : : : : :"QUANTI
 SCOMMETTITORI (1/9) 1"
480 CALL HCHAR(4,3,143,28)
490 ACCEPT AT(8,28)VALIDATE("123456789")SIZE(-1)BEEP:W
500 DISPLAY AT(8,1)
510 FOR T=1 TO W :: DISPLAY AT(20,1)BEEP:"SCOMMETTITORE";T
520 DISPLAY AT(23,1):"NOME" :: ACCEPT AT(24,1)VALIDATE(UALPHA)SIZE(-10):B$(T)
530 DISPLAY AT(23,1)BEEP:"QUANTI SOLDI POSSIEDI," :: ACCEPT AT(24,15)VALIDATE(DI
GIT)SIZE(-4):P$
540 IF P$="0" OR P$="" THEN 530 ELSE B(T)=VAL(P$)
550 DISPLAY AT(8+T,3):USING 150:T,B$(T),B(T):: DISPLAY AT(24,1):: NEXT T
560 FOR T=18 TO 24 :: DISPLAY AT(T,1):: NEXT T
570 CALL HCHAR(19,3,127,28):: CALL HCHAR(20,3,127,28):: FOR T=1 TO 300 :: NEXT T
```

```
580 FOR T=1 TO 4 :: RANDOMIZE :: S=(INT(44*RND)+1)/5 :: R(T)=S :: NEXT T :: SMM=
0
590 FOR T=1 TO 4 :: SMM=SMM+.9/(R(T)+1):: NEXT T :: IF SMM>=1 THEN 580
600 QQ=(SMM-.1)/(1-SMM)
610 IF QQ<0 THEN QQ=0
620 R(5)=(INT(QQ*5+2.5))/5
630 RND1=RND :: SMM=0
640 FOR T=1 TO 5
650 SMM=SMM+.9/(R(T)+1)
660 IF SMM>=RND1 THEN 680
670 NEXT T :: T=5
680 VNC=T
690 DISPLAY AT(1,5)ERASE ALL BEEP:"QUOTE TOTALIZZATORE" :: CALL HCHAR(2,6,127,21
)
700 FOR T=1 TO 5
710 RANDOMIZE :: NN=INT((RND*180)/3)+1 :: SW=0
720 IF T=1 THEN 750
730 FOR Y=1 TO T-1 :: IF N(Y)=NN THEN SW=1
740 NEXT Y :: IF SW=1 THEN 710
750 N(T)=NN
760 DISPLAY AT(T*2+2,1):USING 160:T,N$(N(T)),R(T):: NEXT T
770 FL=1
780 FOR T=1 TO W :: FOR K=14 TO 24 :: DISPLAY AT(K,1):: NEXT K
790 B(T)=INT(B(T)+.5)
800 IF B(T)<=0 THEN CALL SOUND(200,220,5):: DISPLAY AT(21,1):B$(T);" HAI FINITO
I":"SOLDI, SPENDACCIONE" ELSE 820
810 FOR TTT=1 TO 900 :: NEXT TTT :: GOTO 900
820 FL=0
830 DISPLAY AT(16,1)BEEP:B$(T);" HAI";B(T);"$"
840 DISPLAY AT(19,1)BEEP:"QUANTO VUOI PUNTARE $" :: ACCEPT AT(19,23)VALIDATE(DIG
IT):P$
850 IF P$="0" OR P$="" THEN 840 ELSE P(T)=VAL(P$):: IF P(T)<=B(T)THEN 870
860 CALL SOUND(200,220,0):: DISPLAY AT(19,1):"NON SI FA CREDITO !!!" :: FOR T2=1
 TO 500 :: NEXT T2 :: GOTO 840
870 DISPLAY AT(20,1)BEEP:"SUL CAVALLO NUMERO... 1" :: ACCEPT AT(20,23)VALIDATE("
12345")SIZE(-1):Z(T)
880 DISPLAY AT(21,1):"HAI PUNTATO SU ";N$(N(Z(T))):: CALL HCHAR(22,18,119,LEN(N$
(N(Z(T)))))
890 DISPLAY AT(24,1)BEEP:"TUTTO OK !! (S/N) S" :: ACCEPT AT(24,19)SIZE(-1)VALIDA
TE("SN"):OK$ :: IF OK$="N" THEN 830
900 NEXT T
910 IF FL THEN CALL CLEAR :: DISPLAY AT(5,1)BEEP:"AVETE FINITO TUTTI I SOLDI !SP
IACENTI, MA CON IL TI 99  NON SI GIOCA A CREDITO" ELSE 930
920 FOR TT1=1 TO 1500 :: NEXT TT1 :: CALL CLEAR :: STOP
930 DIM TT(5,3)
940 FOR K1=14 TO 24 :: DISPLAY AT(K1,1):: NEXT K1
950 FOR K1=1 TO 5 :: CALL HCHAR(13+2*K1,2,143,31):: NEXT K1
960 FOR K1=1 TO 5 :: CALL HCHAR(12+2*K1,1,96+8*K1):: NEXT K1
970 GOSUB 1420
980 FOR K1=1 TO 5
990 TT(K1,1)=20-6/R(K1)
1000 TT(K1,2)=TT(K1,1)
1010 TT(K1,3)=1 :: NEXT K1
1020 CONT,PM,GM=0
1030 CONT=CONT+2
1040 FOR K1=1 TO 5
1050 IF CONT<TT(K1,2)THEN 1140
1060 TT(K1,1)=1+ABS(TT(K1,1)+(RND*3-1.5)-1)
1070 TT(K1,2)=TT(K1,2)+TT(K1,1)
1080 DISP=TT(K1,3)/2-INT(TT(K1,3)/2)
1090 IF DISP=0 THEN CALL HCHAR(12+K1*2,TT(K1,3),32):: CALL HCHAR(12+K1*2,TT(K1,3
)+1,97+K1*8):: CALL SOUND(20,660,25,880,25,-7,5)
1100 IF DISP<>0 THEN CALL HCHAR(12+K1*2,TT(K1,3),32):: CALL HCHAR(12+K1*2,TT(K1,
3)+1,98+K1*8):: CALL SOUND(20,665,25,885,25,-7,5)
```

```
1110 TT(K1,3)=TT(K1,3)+1 :: IF TT(K1,3)=32 THEN 1160
1120 IF TT(K1,3)>PM AND GM<>K1 THEN CALL SOUND(500,600,0,700,0):: DISPLAY AT(24,
1):"E' IN TESTA ";N$(N(K1)):: GM=K1
1130 IF TT(K1,3)>PM THEN PM=TT(K1,3):: IF PM>=8 AND GM<>VNC THEN TT(VNC,1)=TT(K1
,1)*(29-PM)/(31-TT(VNC,3))
1140 NEXT K1
1150 GOTO 1030
1160 CALL HCHAR(12+K1*2,32,96+K1*8):: DISPLAY AT(24,1):"HA VINTO ";N$(N(K1))
1170 T=K1
1180 GOSUB 1420 :: GOSUB 1500
1190 DISPLAY AT(24,20)BEEP:"<ENTER>"
1200 CALL KEY(0,KK,SS):: IF KK<>13 THEN 1200
1210 DISPLAY AT(1,5)ERASE ALL BEEP:"VINCITE  &  PERDITE" :: CALL HCHAR(2,6,119,2
1)
1220 DISPLAY AT(3,1):"IL VINCITORE E' IL NUMERO" :: DISPLAY AT(4,1):USING 160:T,
N$(N(T)),R(T)
1230 FOR Y=1 TO W :: IF B(Y)<=0 THEN 1260
1240 IF T=Z(Y)THEN L=T :: DISPLAY AT(7+Y,1):USING 170:B$(Y),P(Y)*R(L):: B(Y)=B(Y
)+P(Y)*R(L):: GOTO 1260
1250 DISPLAY AT(7+Y,1):USING 180:B$(Y),P(Y):: B(Y)=B(Y)-P(Y)
1260 NEXT Y :: CALL HCHAR(20,3,127,28):: CALL HCHAR(21,3,127,28):: DISPLAY AT(24
,20):"<ENTER>"
1270 CALL KEY(0,KK,SS):: IF KK<>13 THEN 1270
1280 DISPLAY AT(1,10)BEEP ERASE ALL:"SITUAZIONE" :: CALL HCHAR(2,11,119,12)
1290 FOR K1=1 TO W :: DISPLAY AT(7+K1,1):USING 190:B$(K1),B(K1):: NEXT K1 :: CAL
L HCHAR(19,3,127,28):: CALL HCHAR(20,3,127,28)
1300 DISPLAY AT(24,20):"<ENTER>" :: CALL KEY(0,KK,SS):: IF KK<>13 THEN 1300
1310 DISPLAY AT(15,1)BEEP ERASE ALL:"UN' ALTRA SCOMMESSA  (S/N) S" :: ACCEPT AT(
15,28)VALIDATE("SN")SIZE(-1):S$
1320 IF S$="S" THEN 580
1330 DISPLAY AT(15,1)ERASE ALL BEEP:"SPERO CHE VI SIATE          DIVERTITI......
": : : :"        A PRESTO !!!" :: GOSUB 1420 :: STOP
1340 DATA BELZEBU',RE ARTU',NERONE,DIOGENE,ARAGORN,TEROLDEGO,SOMBRERO,STALLONE,D
IVINO,MAFIOSO,BO DEREK,OBROMANTO
1350 DATA GANDALF,MEFISTO,RUBINO,HOBBIT,BUGIARDO,CALIGOLA,DIABLO,FRODO,MARAJA',P
IPINO,PALINURO,AMAZZONE,TITINA,SONNINO
1360 DATA BALILLA,MARILYN,BLONDIE,PIEDONE,THRILLER,PESETAS,TONTOLONE,BANCO,JUOST
,IBRIDO,FANTASIA,UTOPIA,MADRIGALE
1370 DATA BARBONE,BRIVIDO,STAR II,PICCOLO,CAMPIONE,KILLER,Q.BERT,ZOCCOLO,ZOMBIE,
PERFIDO,PUNGOLO,SARUMAN,SAURON
1380 DATA BILBO,BOROMIR,GOLD RUN,GOLLUM,ALBATROS,SILVER,ASTERIX,MERCANTE
1390 FOR T=1 TO 10 :: FOR K1=3 TO 15 :: CALL KEY(0,KK,SS):: IF SS=1 THEN 1410
1400 CALL COLOR(2,2,K1):: NEXT K1 :: NEXT T :: CALL COLOR(2,2,12)
1410 RETURN
1420 HG2=700 :: HG=120
1430 CALL SOUND(HG,392,0):: CALL SOUND(HG,523,0):: CALL SOUND(HG,659,0):: CALL S
OUND(HG,784,0)
1440 CALL SOUND(HG,784,0):: CALL SOUND(HG,784,0):: CALL SOUND(HG,659,0):: CALL S
OUND(HG,659,0):: CALL SOUND(HG,659,0)
1450 CALL SOUND(HG,523,0):: CALL SOUND(HG,659,0):: CALL SOUND(HG,523,0):: CALL S
OUND(HG2,392,0)
1460 CALL SOUND(1,40000,30)
1470 CALL SOUND(HG2,392,0):: CALL SOUND(HG,523,0):: CALL SOUND(HG,659,0):: CALL
SOUND(HG,784,0):: CALL SOUND(HG,784,0):: CALL SOUND(HG,784,0)
1480 CALL SOUND(HG,659,0):: CALL SOUND(HG,659,0):: CALL SOUND(HG,659,0):: CALL S
OUND(HG,392,0)
1490 CALL SOUND(HG,392,0):: CALL SOUND(HG,392,0):: CALL SOUND(HG2,523,0):: RETUR
N
1500 QT=((T*2+2)*8)-19 :: CALL SPRITE(£1,96,1,QT,17,£2,96,1,QT,49,£3,96,1,QT,81)
1510 FOR RE=1 TO 4 :: FOR DE=1 TO 8 :: CALL COLOR(£1,COL(DE)):: FOR YU=1 TO 30 :
: NEXT YU :: CALL COLOR(£2,COL(DE)):: FOR YU=1 TO 30 :: NEXT YU
1520 CALL COLOR(£3,COL(DE)):: FOR YU=1 TO 30 :: NEXT YU :: NEXT DE :: NEXT RE ::
 CALL DELSPRITE(ALL):: RETURN
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